

FREE PROGIRL '94 YEAR PLANNER INSIDE

SEGA PRO



FEBRUARY 1994

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ISSUE 28

NOT AN OFFICIAL SEGA PUBLICATION

World Exclusive
MAD DOG McCREE

Ren and Stimpy
First UK review

ALSO INSIDE:
PELE
DUNE II
TOEJAM AND EARL
SENSIBLE SOCCER MS
MEAN BEAN MACHINE
AND LOADS MORE!

Paragon Publishing Ltd



02

MEGA-CD



MEGA DRIVE



MASTER SYSTEM



GAME GEAR





KONAMI

SUNSETRIDERS

It has obviously had a lot of attention paid to every aspect of its production... it's superb.

MEGATECH 87%

Very impressive SEGA PRO 87%



ROCKET KNIGHT ADVENTURES

A top class product with attention to detail second to none. Amazing. **MEGA ACTION 94%**

RKA is possibly the best game on the Mega Drive ever. **GAMESMASTER 92%**



MI KRED!"



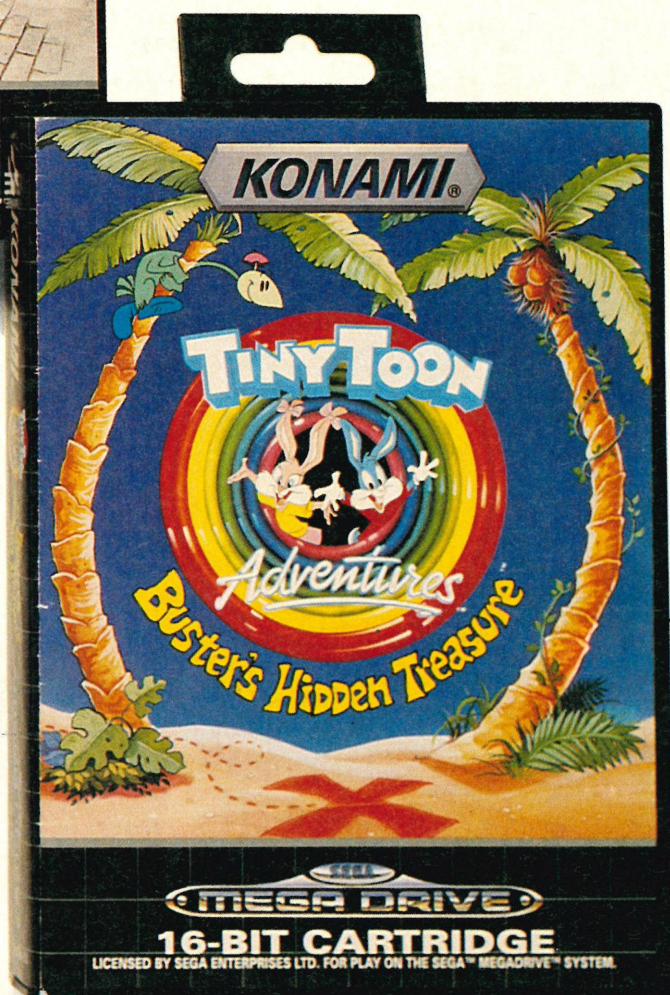
TEENAGE MUTANT HERO TURTLES® THE HYPERSTONE HEIST™

Good clean amphibious fun. **SEGA PRO 87%**

Turtles really is a visually stunning game

MEGA TECH 87%

SEGA
MEGA DRIVE
16-BIT CARTRIDGE
A ENTERPRISES LTD. FOR PLAY ON THE SEGA™ MEGADRIE™



One of the best plat-formers
ever. *Megatech 95%*

a fast paced platform game
that is similar to Sonic,
but....better fun.

*Mega Drive Advanced
Gaming 93%*

SENSI SOCCER MS

REVIEWS



SONIC CHAOS
Master System and Game Gear
owners finally get the chance to
sample the latest Sonic stuff. Fun!

MORE REVIEWS THAN ANY OTHER MAG!

MEGA DRIVE

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MEGA CD

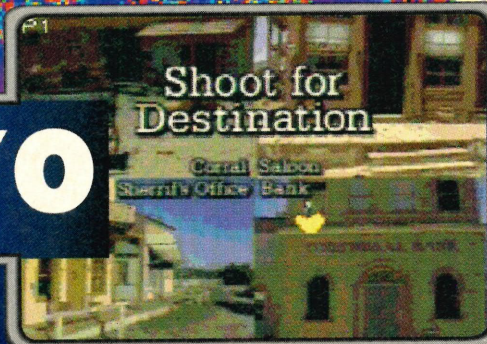
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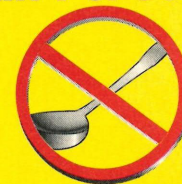
TOEJAM & EARL

70



MAD DOG McCREE

WE AIN'T SPOON FED!



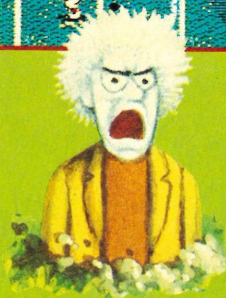
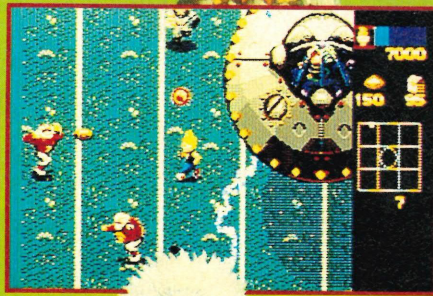
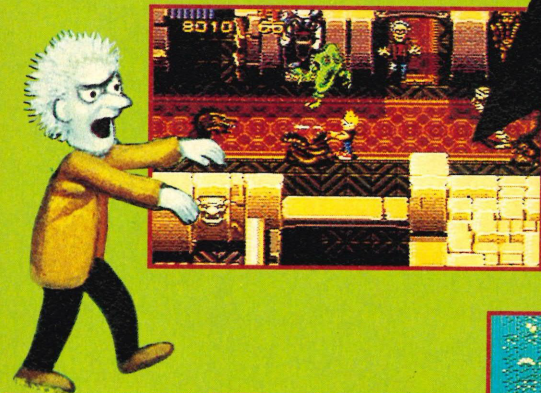
Some mags are happy to sit back lazily and lap up everything Sega throws at them. Some mags are happy just to print stuff only Sega wants you to see. Some mags are happy to ignore all the latest info from home and abroad because Sega tells them to. Well, not SEGAPro! We guarantee to dig the stories wherever we find them and bring them to you first. And that's a fact.

SEGAPro - the mag in the know.

55 monster levels

of manic mayhem with monsters,
mummies werewolves all trying to kill
the neighbours! These scary psycho's
must be terminated and **it looks**
like it's up to you.

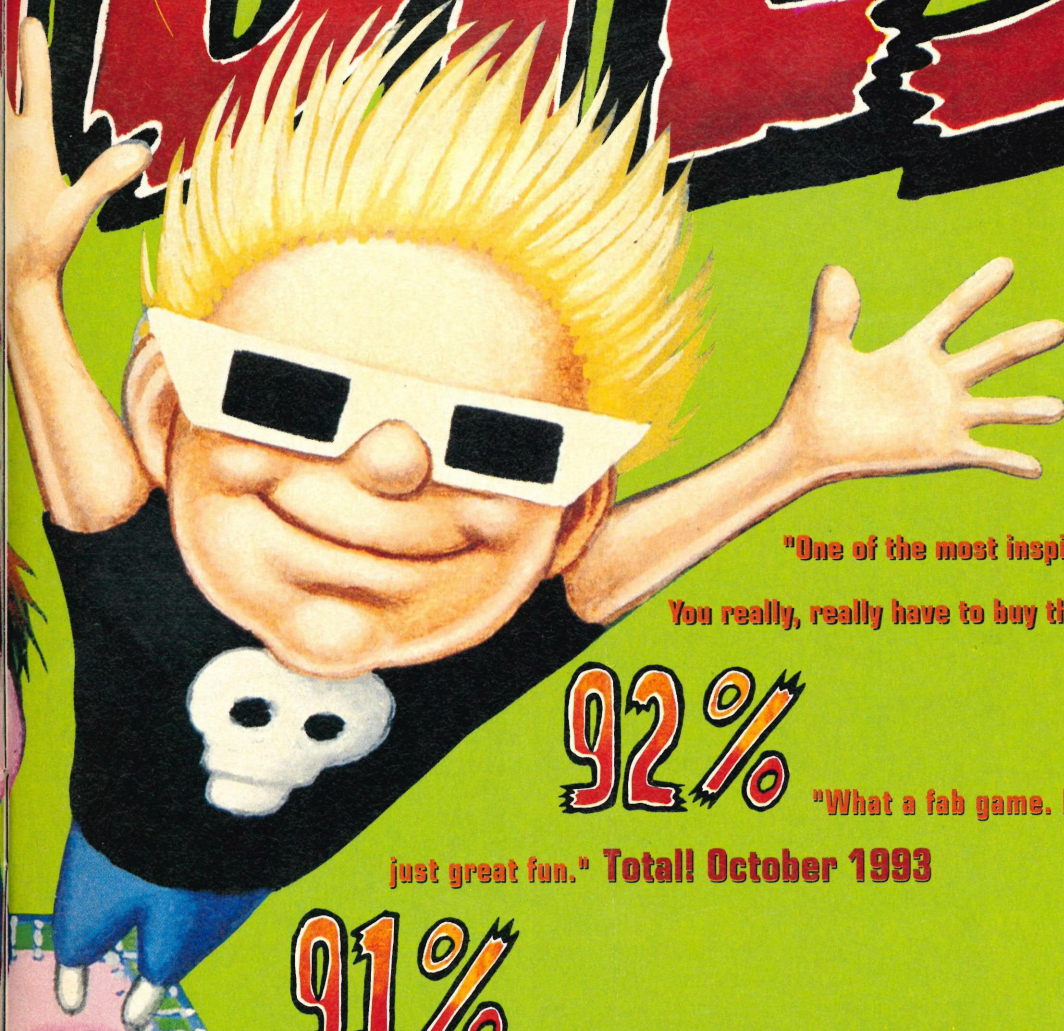
ZOM



KC

SUPER NINTENDO
ENTERTAINMENT SYSTEM

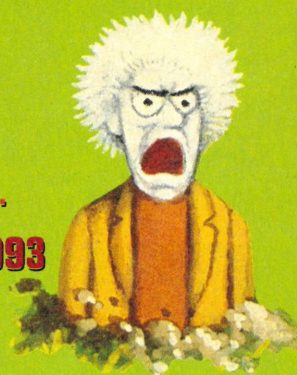
PRLES



94%

"One of the most inspiring new releases in years.

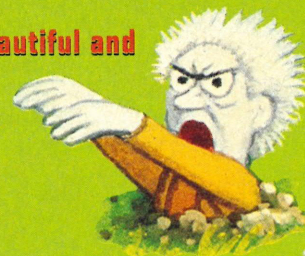
You really, really have to buy this." **NMS, October 1993**



92%

"What a fab game. Big, beautiful and

just great fun." **Total! October 1993**



91%

"What more can I say? I have seldom played a game as good

as this one... "...it's a game every person should own."

Games Master, October 1993



KONAMI

HAPPY NEW YEAR?

So. That's 1993 safely tucked into the pages of history. And thank goodness for that, too!

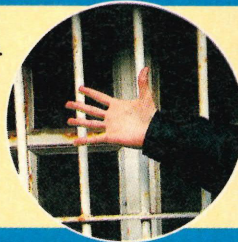
It was a year which saw Sega cruise ever more confidently into the games market with *Sonic 2* doing the business. And of course, Acclaim cleaned up with *Mortal Kombat*. EA moved strongly into the Mega Drive market too and Core Design were the only people to take a decent shot at the Mega-CD with *Thunderhawk*.

Therefore the question for 1994 is: Can Sega maintain their dominant position? With 3DO, the Jaguar, CD32 and so on Sega (and Nintendo) will find themselves under strong attack – and this has to be good news for the rest of us. Soon Sega are going to have to reduce prices more than they have done. In fact, recent price reductions have been caused by Sega overstocking games titles which hasn't gone down too well with software producers because they have to pay for the costs of the cart components. A lot of people are expecting that 1994 is going to be a fascinating year for the games industry – we await with interest!

Nick

NICK MERRITT

New Year's Resolutions? Who needs them? Everyone breaks them anyway. For instance, I've already made a list of resolutions and when I'm going to break them (I like to be organised you see): (1) Being nice to people – I'm expecting to start on my Birthday. (2) Working late – when my pay review comes through. (3) Making New Year's Resolutions – sometime around next Christmas. Trouble is, that's what I said last Christmas so maybe I kept a New Year's Resolution after all.



PETE WILTON

The problem is that the people who should really make new year's resolutions never do. PE teachers never give up being sadistic. Soap stars never promise that they won't miraculously develop a singing career. Michael Jackson doesn't guarantee he won't be 'Bad'. Wouldn't it be nice if Daleks could break the habit of exterminating people? ('I'm down to seven hundred a day...'). Maybe then I'd promise to stop telling other people how to do their job and get on with mine... then again, I am Production Editor.



JASON JOHNSON

Last year I gave up drinking, smoking and playing excessive amounts of videogames (what about the gambling? – Ed). I started working out three times a week, swimming every Sunday and attending mass regularly. My eating habits changed from pizza, chinese take-away and cheeseburgers to a more healthy diet. Chips are out of the question and gherkins just don't stand a chance. This year my New Years resolution is to give up fibbing and telling crap jokes.



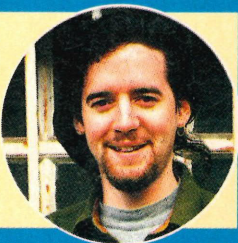
MARK HILL

I don't have any new year's resolutions because I'd never stick to any even if made some. I'm still only 19, young, and eager to make the most of it. Why give anything up? you're only young once (as they say). So for 1994 my ambition is to continue to engage in all those activities you do when you are young – knowing how to chill-out and have a good time. Perhaps when I start to reach my thirties I'll become a really sad person and start to make resolutions – but in the meantime I think I'll stick to what's best...



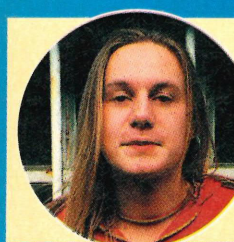
SI CHRISTOPHER

Any new year resolutions Simon has made for this year will doubtlessly include improving the quality of our already highly regarded and original magazine. In the past year we've seen many changes in the long quest for perfection and since being quoted in the design Bible *Creative Review* – Simon has been unable to stop the ideas flowing. Could this be the beginning of a brand New World Order!? – or perhaps just an even better looking SEGAPro!

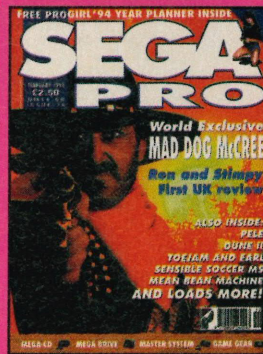


COLIN NIGHTINGALE

For the new year I intend to completely rejuvenate my image, transforming myself from the old, tired, wasted looking Colin, into a fresh, beaming Colin. My hair shall be groomed as will my designer clothes. My eyes will be sparkling as opposed to bloodshot, I shall be dashing, debonair and able to impress the girls with my striking new physique. Yes, 1994 will be a year to remember and no more will people be able to snigger as they look at my latest ridiculous photo.



FROM



We're ditching it. I'm between preview stuff it – we're ditching it. I'm are. However there's LOADS of new stuff views, profiles, charts and so on – everything business to stay up to date. Remember, you own with your very own SEGAPro!

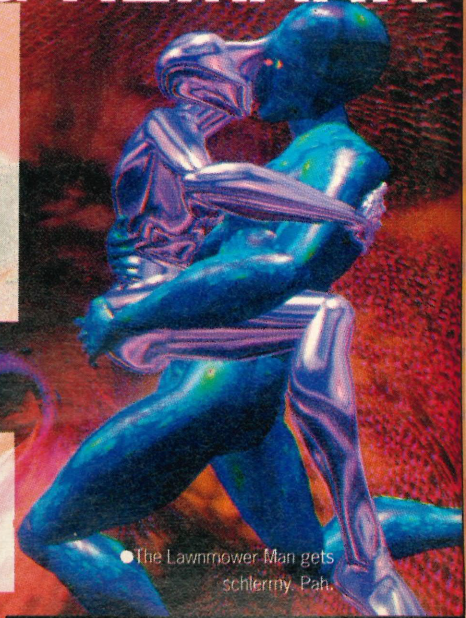
CUTTING REMARK

That Stephen King bloke must be worth a bob or two by now. Barely as soon as he picks up a pen these days than it's been turned into a huge budget movie with lots of screaming and running around in it.

Stephen King's bank balance took another hefty chunk out of our collective wallet when *The Lawnmower Man* appeared. Set in the world of Virtual Reality, it told the story of a bloke whom 'science made a God'. Sega VR fans wait eagerly for their turn.

Anyway, Tengen have acquired the Mega Drive version of this huge licence and understandably they're rather pleased about it. Tony Adams, Tengen's chief geezer said, "We've been fortunate to have a good initial product line-up to help launch our European operation. *The Lawnmower Man* is an incredibly strong licence which will keep our momentum going through the first half of 1994."

The Sales Curve will be doing the dirty work of the programming and the game should be ready around Easter '94!



• The Lawnmower Man gets schlemmy. Pah.

NO PUN POSSIBLE

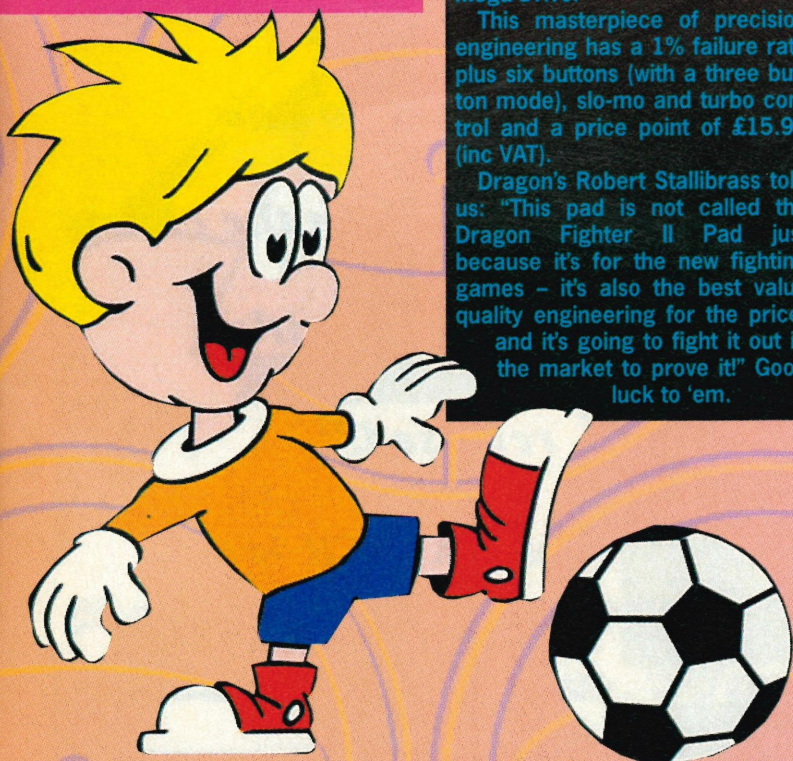
It's a new issue so that can only mean one thing... more Manga video news. And in a startling development it's an action-packed story about an indestructible master killer, Golgo 13. Yep, the full title is *The Professional Golgo 13* and it involves assassination, travel to Australia and tangled romances with a female contract killer. Sigh.

Anyway, it's just done the rounds of the UK cinemas, so look out for it on video soon.





A new month and a new News section! We decided this artificial division of news and news is a waste of time, so from then, that's the kind of guys we're here in The Front Line – news, pre- you need to know about this games – you get this kind of tender loving care



MARKING TIME

As the gaming world eagerly awaits the appearance of our ex-SegaPro cover star, Marko, we have some more info on the Domark game *Marko's Magic Football*.

We've already talked about the time that's been taken with the animation and we now have some sprite shots to prove it, as well as another screenshot just what we were talking about in the SEGAPro 25.

Anyway, we won't say much more about it for now as we'll be taking a proper look at this forthcoming attraction next month...



●The rather fine fiery Dragon joypad. Hot stuff!

DRAGGING ON?

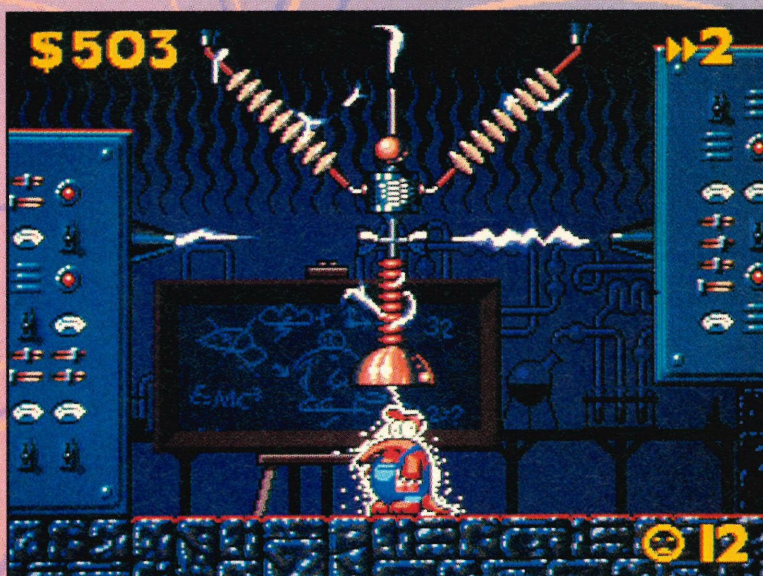
There seems to be no end to all this Dragon stuff at the moment, what with Bruce Lee making a posthumous comeback, *Dragon's Lair* being released on Mega-CD and *Dragon's Revenge* on the Mega Drive – heck, even the old Dragon Thatcher herself has been in the news recently.

So you won't be surprised to hear about the new joypad from Dragon International (who else?), the Dragon Fighter II Pad for the Mega Drive.

This masterpiece of precision engineering has a 1% failure rate plus six buttons (with a three button mode), slo-mo and turbo control and a price point of £15.99 (inc VAT).

Dragon's Robert Stallibrass told us: "This pad is not called the Dragon Fighter II Pad just because it's for the new fighting games – it's also the best value quality engineering for the price, and it's going to fight it out in the market to prove it!" Good luck to 'em.

NEWS

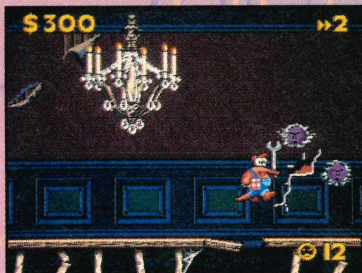


AARD WORK

Don't let anyone tell you that SEGAPro isn't first with the news. This one's about a title, *Smaardvark*, not due until this time next year – from Codemasters.

The TV's gone kaput and since all that watching of *Blind Date* and *Neighbours* has turned your brain to jelly, you desperately need to get the wretched thing repaired. So you do the obvious thing – call in Smaardvark, a TV repair-aardvark. (Don't ask us, we only write this stuff).

Each level of the game is a TV channel and you'll need to suck the TV interrupting bug creatures into nasal oblivion, as well as tangling with B-Movie monsters, mad scientists and vampires. Sounds intriguing. Watch out for this on the Mega Drive next Autumn.



●How can we possibly write something sensible about a TV repair aardvark? Jeez.

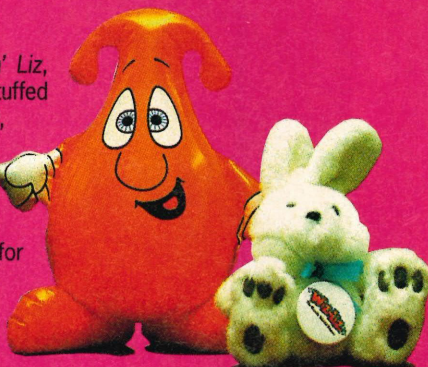


BRIBE OF THE MONTH!

It's sad, we know, but occasionally the software houses try to sway our well-honed sense of journalistic integrity with gifts, freebies and trips to Barbados... well, not yet (although we're open to offers).

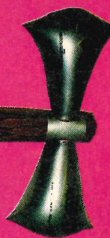
PSYGNOSIS:

To support Puggsy and Wiz 'n' Liz, Psygnosis kindly sent out a stuffed rabbit and an inflatable... well, thing really – a kind of a cross between a Space Hopper and a party balloon. Jason swiped the rabbit muttering something about it being for the cat while Puggsy is still standing next to the window. Equally sad.



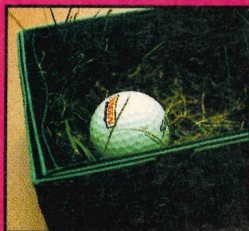
ACCOLADE

A strange package turned up recently containing an inflatable axe which when activated helped promote Gods and doubled the staff's productivity. Nick has therefore taken to wandering around the office dressed in a loincloth and a Viking helmet rending the earth asunder and other Norse activities.



TENGEN

This month's winner is a rectangular cardboard box from Tengen promoting their new golf game (as yet unnamed). When opened, we discovered a clod of earth and a golfball which was very bizarre because it was exactly the same ball as the one Mark lost on the 16th at St Andrews in 1984. Spooky. Anyway, thanks to Jeff Tawney at Tengen for the most imaginative bribe this month! Keep 'em coming!



TENNIS THE MENACE

Tennis games have been overlooked a bit recently, the disappointing Andre Agassi aside. Codemasters are coming to the rescue in April though with *Tennis All-Stars*. Expect all the usual tennis stuff like different court surfaces and being able to hit the ball over the net, as well as all-star tennis players, two player competitions and a seven-level computer opponent. In addition you can stop your match and take a sneak look at other matches to get the low down on your opponents. Mega Drive owners, be prepared!



● There's no end to the line of Sonic merchandise, is there?

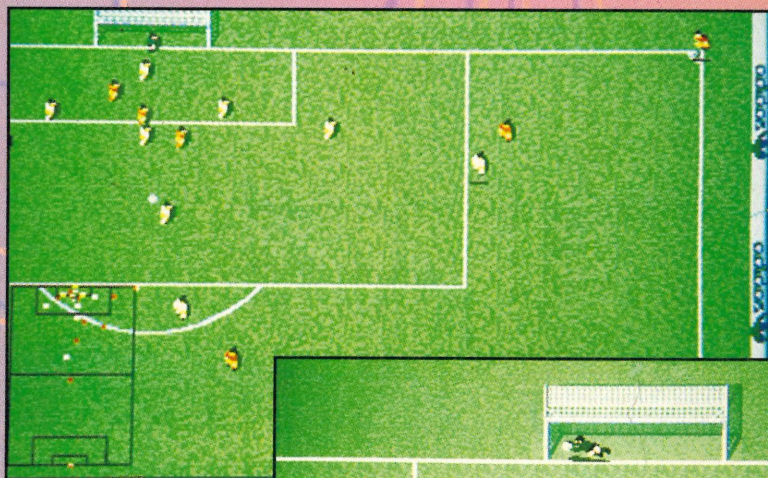
TIE FIGHTER

Tie Rack, makers of, er, ties, have a new range of neckwear with Sonic plastered all over it.

These Sonic ties feature Sonic and Tails in a variety of situations (being terrorised by Chopper, Caterkiller and Dr Robotnik) and poses, including the usual 'hedgehog with attitude' one. At a mere £14.99 how could you resist the chance to hang Sonic – even if it is only around your neck!

A LOAD OF BALLS

Virgin follow up their *Demolition Man* coup with one of the biggest footy games, *Goal!* Although there's no shortage of superb footy games on the Mega Drive at the moment, *Goal!* is definitely worthy of consideration as it is a development of the old *Kick Off 2*. New features include a camera 'zoom' during throw-ins and goal kicks so you can see more of the pitch. It also may possibly include accelerating players making ball control that little bit trickier. Expect *Goal!* in the second half of 1994.



● These Amiga screenshots give you some idea of what to expect from *Goal!*

>ELSPA< PENGUIN CHARTS

MEGA DRIVE

1	Street Fighter II	SCE	Sega	£54.99
2	Aladdin		Sega	£49.99
3	F1		Damark	£49.99
4	Mortal Kombat		Acclaim	£49.99
5	Sonic Spinball		Sega	£49.99
6	Jungle Strike		EA	£44.99
7	Sonic 2		Sega	£39.99
8	Micro Machines		Codemasters	£34.99
9	Mickey and Donald		Sega	£39.99
10	Road Rash 2		EA	£39.99
11	Jurassic Park		Sega	£49.99
12	Ultimate Soccer		Sega	£44.99
13	Ecco		Sega	£39.99
14	PGA Golf 2		EA	£39.99
15	Super Kick Off		US Gold	£44.99
16	Mega-La-Mania		Virgin	£44.99
17	Lemmings		Sega	£39.99
18	NHLPA Hockey '94		EA	£44.99
19	John Madden '94		EA	£44.99
20	Alien 3/Predator 2		Telstar	£39.99

MASTER SYSTEM

1	Mortal Kombat		Acclaim	£34.99
2	Sonic Chaos		Sega	£29.99
3	Sonic 2		Sega	£29.99
4	Taz Mania		Sega	£29.99
5	Mickey Mouse 2		Sega	£29.99
6	Champions of Europe		TecMagik	£34.99
7	Lemmings		Sega	£29.99
8	Asterix		Sega	£14.99
9	Speedball 2/Terminator		Telstar	£29.99
10	Senna Super Monaco		Sega	£34.99

GAME GEAR

1	Mortal Kombat		Acclaim	£34.99
2	Ecco		Sega	£29.99
3	Sonic Chaos		Sega	£29.99
4	Jurassic Park		Sega	£29.99
5	Sonic 2		Sega	£29.99
6	Talespin/Donald Duck		Telstar	£29.99
7	Lemmings		Sega	£27.99
8	G-Loc		Sega	£12.99
9	Mickey Mouse 2		Sega	£29.99
10	Indiana Jones 3		US Gold	£27.99

MEGA-CD

1	Sonic CD		Sega	£44.99
2	Thunderhawk		Coro	£44.99
3	Night Trap		Sega	£44.99
4	Sewer Shark		Sony	£44.99
5	Ecco		Sega	£44.99
6	Final Fight		Sega	£44.99
7	Batman Returns		Sega	£49.99
8	Road Avenger		Sega	£39.99
9	Sherlock Holmes		Sega	£44.99
10	Afterburner 3		Sega	£39.99

FORTUNATELY

you WON'T HAVE TO FACE IT ALONE



Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all. Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

You'll need pump action reflexes to slay swarms of lethal creatures – plus a sky high I.Q. to crack over 90 intricate labyrinths and magic codes.

And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – MEAN MACHINES

94% – MEGATECH

90% – MEGA

83 % – SEGA PRO

TENGEN

TENGEN EUROPE, 5 SCIROCCO CLOSE, MOULTON PARK,
NORTHAMPTON NN3 1AP. TEL: (0604) 790785



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Due to some problems with our printers, a few of the last issue of SEGAPro had some sections of the magazine stapled in out of order. We have taken steps to ensure this doesn't happen again!

whispers...

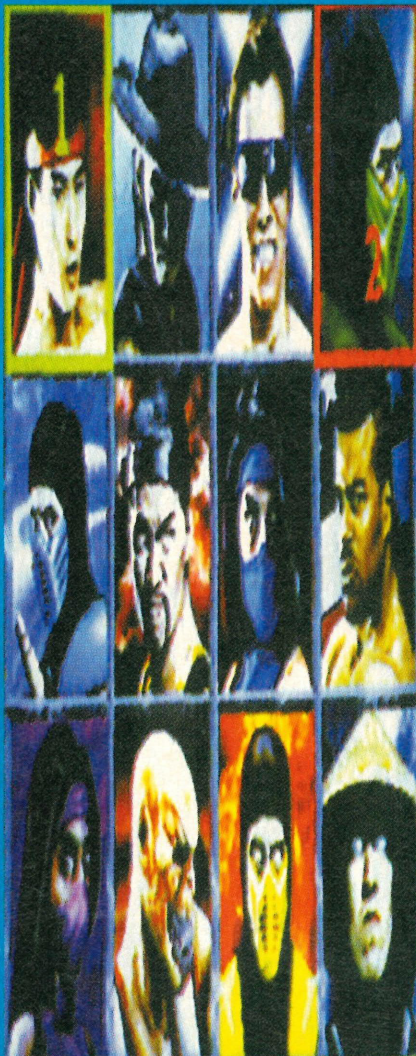
●Some news from the good ol' US of A... We've been hearing rumours about the development of a sequel to *Mortal Kombat*. It may include a full 12 characters with new moves, multiple fatalities, DCS sound system and special features.

●You'll be interested to know the Mega-CD version of *Rebel Assault* is currently under development at Victor in Japan. It's a *Star Wars* game where the aim is to attack various Imperial objects, from *Star Destroyers* to bases on *Tatooine*. The PC version is outrageously good, with fully digitised music from the soundtrack – we only hope that the Mega-CD version is even 10% as good.

●Sega has declared its *Sonic Three in One Day* a great success, although they didn't go in for their usual swagger for once. It still isn't known if the three titles topped *Sonic 2*'s 750,000 UK sales – Sega told us: "We're still collating data but it's gone exceptionally well across all three games. They've been selling like hot eccles cakes."

●We've heard rumours that EA are in talks with Interplay over the rights to publish *Star Trek* on the Mega Drive...

●Master System and Game owners have Archer Maclean's arcade classic *Drop Zone* to look forward to in 1994, from Codemasters! The story goes that at the end of the 21st century robots have been fighting humans. The humans are understandably miffed about this, as well as being mostly dead, so they decide it's time to migrate to another planet. To do this you need Ionian crystals from Jupiter's moon, Io. As a lone jetpacked spaceman, defend scientists from alien attack waves and collect these crystals. It should be good...



●Some news on EA's 1994 releases: March: *NBA '94*, *Mutant League Hockey*, *PGA Tour Golf III*, *Skitchin* (a skateboard game); April: *Sprokett and Plug*, *Normie*, *Cult of Speed*, *NHLPA Hockey*, EA Sports Baseball CD; May: *Wing Commander*, *Aspect Warrior*.

●Sierra are gearing up for the Mega-CD with *Stellar Fire*, a huge PC hit and undoubtedly a title to watch out for. Look out for it mid 1994.

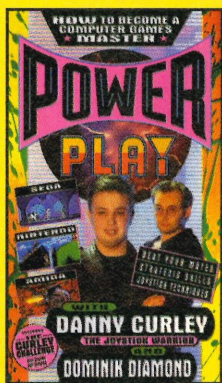
●Acclaim are apparently working on the latest Spiderman licence, *Maximum Carnage*, starring Spiderman's alter-ego, the sinister Carnage. Watch out for it later in 1994.

●After the news of a new version of *Mortal Kombat*, more news of a new version of the perennial *Street Fighter II*. *Super Street Fighter 2 – The New Challengers* is currently under development for the Mega Drive by Capcom. It'll include new characters (Cammy, T. Hawk, Fei Long and Dee-Jay) and possibly a bonus for getting the first hit in! Expect a late 1994 release date.

●Some news from Readysoft... *Space Ace*, a *Dragon's Lair*-type game is currently under development for the Mega-CD. It follows DL's gameplay but allows more opportunities for independent exploration.

●Finally, if you've ever played the stunning shoot'em-up *Galaxian 3* in the arcades (free melted brains with every game), you'll be interested to know there's a good chance that Namco will be bringing you this to the Mega Drive. The arcade game is multi-player with some versions seating 24 people, so it'll be interesting to see how this is done, especially since the arcade one features supercomputer generated graphics.

JOYSTICK JIGGLING



Dominik Diamond still manages to spread his face around somehow. His latest venture is as co-presenter of *Power Play*, with top games player Danny Curley. The idea behind the video is to show people how they too can become a top games player, not by learning cheats, but by using the same techniques Danny does. Check this out for £10.99.

To win one of fifteen wacky *Power Play* videos answer this brain teasing question: What video games television programme did Dominik Diamond present for Channel 4?

Send your competition entry to: Joystick Jiggling, SEGAPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

ANSWER.....
NAME.....
ADDRESS.....
.....POSTCODE.....
TELEPHONE.....



●Kick some ass in the new Sly Stallone shooter shocker.

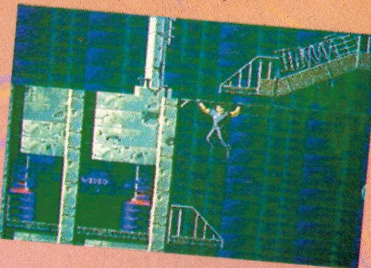


●Wesley Snipes plays the arch-criminal psycho let loose on a pacifist society.

HIGH EXPLOSIVE

Sylvester Stallone is continuing his comeback after *Cliffhanger* with the *Demolition Man*, a strange and slightly irritating film, it must be said. Essentially, the idea is that Stallone is a cop deep frozen and sent into the future for a crime he didn't commit, whereupon he wakes up to find that people have suddenly become screamingly nice to each other. Of course, this doesn't mean there's much of a place for our musclebound hero, until arch criminal Wesley Snipes gets in on the act. From there on it's explosions and mayhem and a few laughs too. Joy.

Anyway, Virgin have acquired the licence and the game should be hitting our screens shortly, in a platform shoot'em-up/beat'em-up format. Watch out for it in June, on the Mega-CD.





CORE! LOOK AT THIS!

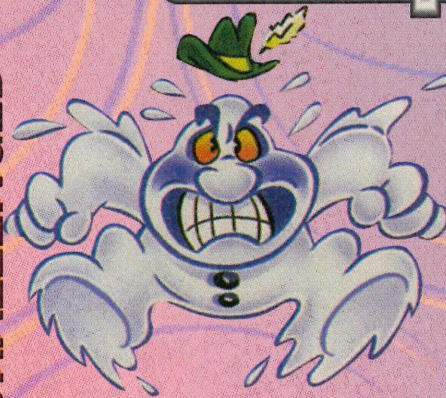
Core Design are set to follow-up their Mega-CD blockbuster *Thunderhawk* with a space-based shoot'em-up called *Soulstar: Malice of the Myrkoids*. The game will use the same 3D based graphics as *Thunderhawk* and is expected to include power-ups and extra weapons, as well as full motion video sequences showing the amount of damage you've inflicted on the enemy.

The game is in a very early stage of development at the moment as it isn't expected until late 1994. Watch this space for more info soon!



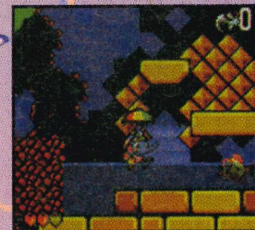
●Waste the alien legions in this potentially barnstorming blast'em-up.

REALLY NASALLY CHALLENGED



C.J. Elephant (Codemasters) is soon to make his debut on the Game Gear – in February to be exact! C.J. was kidnapped from his tribe in Africa but has managed to escape. Armed with a powerful trunk and an everlasting supply of peanuts, he goes A.W.O.L. and becomes C.J. Elephant – Fugitive!

Travel through 36 zones and across Europe as C.J. attempts to get home by running, leaping and shooting. Enjoy the 400 frames of animations and a two player link up. It's going to be big!



●C.J. is back and ready to hit all Sega formats in February.



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PRO DATES

JANUARY

MEGA DRIVE

TOE JAM & EARL 2.....(Sega)
GREATEST HEAVYWEIGHTS.....(Sega)
BODY COUNT.....(Sega)
MEAN BEAN MACHINE.....(Sega)
ETERNAL CHAMPIONS.....(Sega)
DRAGON'S REVENGE....(Electronic Arts)
F117 NIGHT STORM.....(Electronic Arts)
GUNSHIP.....(US Gold)

GAME GEAR

DONALD DUCK 2.....(Sega)
ASTERIX SECRET MISSION.....(Sega)
ZOO.....(Gremlin)
DESERT STRIKE.....(Domark)
JAMES BOND 007.....(Domark)
ROAD RASH.....(US Gold)
FIRE AND ICE.....(Virgin)

MASTER SYSTEM

ECCO.....(Sega)
BUGGY RUN.....(Sega)
DONALD DUCK 2.....(Sega)
STREETS OF RAGE 2.....(Sega)
MASTERS OF COMBAT.....(Sega)
ZOO.....(Gremlin)
DESERT STRIKE.....(Domark)
ROAD RASH.....(US Gold)
FIRE AND ICE.....(Virgin)

MEGA-CD

INDIANA JONES.....(Sega)
JO MONTANA.....(Sega)
WONDERDOG.....(Sega)
DUNE.....(Virgin)
ANOTHER WORLD.....(Virgin)

FEBRUARY

MEGA DRIVE

REN AND STIMPY.....(Sega)
PEBBLE BEACH GOLF.....(Sega)
SONIC 3.....(Sega)
BUBBA 'N' STIX.....(Core)
DUNE - BATTLE FOR ARRAKIS... (Virgin)

GAME GEAR

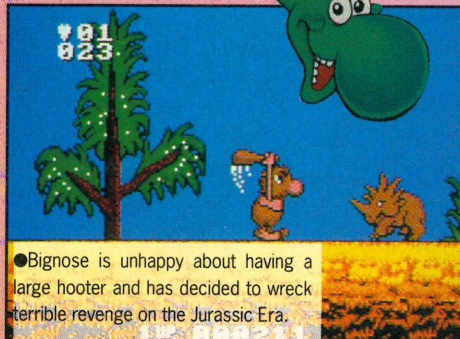
ALADDIN.....(Sega)
MEAN BEAN MACHINE.....(Sega)
X-MEN.....(Sega)
SUPER CAESAR'S PALACE.....(Sega)

MASTER SYSTEM

MEAN BEAN MACHINE.....(Sega)

MEGA-CD

JURASSIC PARK.....(Sega)
GROUND ZERO TEXAS.....(Sega)
TERMINATOR.....(Virgin)

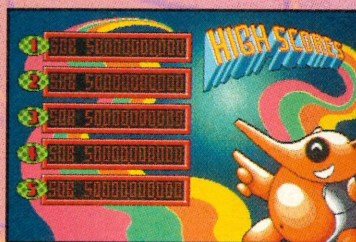
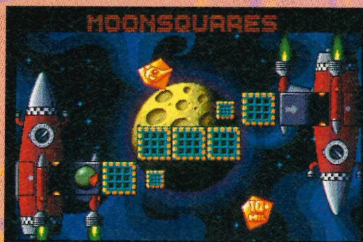


●Bignose is unhappy about having a large hooter and has decided to wreck terrible revenge on the Jurassic Era.



NASALLY CHALLENGED

Just a quickie this one... Firstly, in case we haven't mentioned it before, the Codemasters game *Bignose the Caveman* has changed its name to *Dino Basher*, in a rampant attempt to connect its game to all things dinosaur. Secondly, the release date has slipped to next year. Thirdly, the Game Gear and Master System versions of this cartoon dinofest will be available in March. So there.



PINBALL BLIZZARD

After a relatively barren time on the pinball front recently, suddenly the Mega Drive is bursting with simulations of the deceptively simple game. Another title is soon to be added to the list, the interestingly-named *Psycho Pinball*, from Codemasters.

Join *Psycho* the silver-plated armadillo (Ed's note: Just what the devil is going on here, Codemasters? Kevin Codner, TV repair aardvarks and now this?!) as he launches himself *Dragon's Revenge*-style into a wide selection of pinball tables.

In fact, there are six tables to deal with, ranging from *Wild West* to *Moon Shot*, with bonus tables and sub-games. Unfortunately, you're going to have to wait until October '94 before you get a chance to have a go at this, so see you then!



SINKING FEELING

Okay, so we've all heard of James Pond and so on... now meet a new punter, Kevin Codner. He's a fish in distress because he's had the misfortune to book a sea cruise on a sinking ship, the charmingly-named *SS Lucifer*.

Since he's a fish and not a rat, he's ethically unable to jump overboard so he has to save passengers instead. Just the kind of straight do-gooding behaviour that makes us dislike the real K.C. so much.

The passengers have an unhelpful tendency to run around in a blind panic so it's your job, as our Kev, to run around pulling switches and pressing buttons to guide the passengers along conveyor belts and through hatches to safety.

The title is actually called *Sink or Swim* and has already appeared on the Amiga and the Mega Drive version should be here around June, from Codemasters. So we'll leave you with one question: Why would a fish take a cruise on a luxury liner anyway unless it was as part of the tuna salad?

RASH TALK

US Gold kindly sent us a couple of copies of *Road Rash* for the Master System and Game Gear this issue - full reviews next month! For those of you not familiar with this famous racing game, the idea is to punch and kick your opponents off the track and get to the finishing line first! From what we've seen, it looks rather good and well up to the standards of the Mega Drive cousin, with nice colourful graphics and slick scrolling. The gameplay is up to the *Road Rash* standards too, so be sure to grab next month's copy of *SEGApro* for the full run-down!

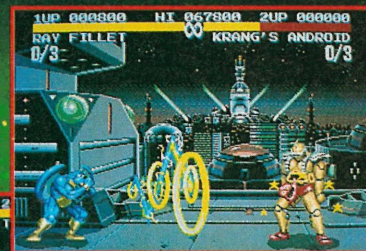
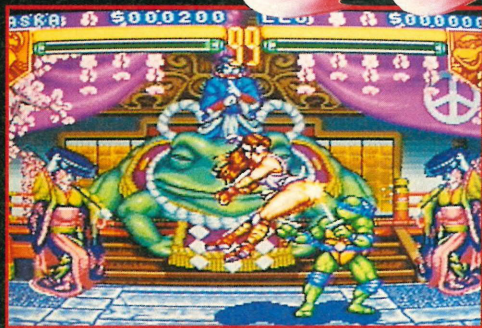


●Road Rash finally makes it to the Master System and Game Gear. Expect it to be rather good...

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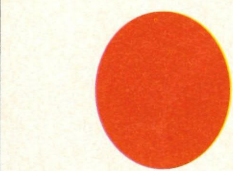
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NEWS FROM



JAPAN

MEGA-CD ASSAULT



A Star Wars game on the Mega-CD? Rumours that Lucas Arts are currently working on what could be the best game ever on Sega CD are finally confirmed. Critically acclaimed on the PC CD-ROM with breathtaking graphics (including original film footage) and equally impressive gameplay, Lucas Arts aim to stun Sega Mega-CD owners. From first impressions this is exactly what they'll do.

A preceding Star Wars game that never made it onto console format was *X-Wing*. Barely following the storyline it simply gave you an opportunity to destroy the Death Star and fly around the galaxy in an X-Wing fighter. Even so, it was hugely popular on the PC. And then the next level...

Rebel Assault is a mix of two films: *Star Wars* and *The Empire Strikes Back*. Following through the storyline of the original George Lucas' films you start life as a rookie flying around in a not-so-hot Y-Wing. Progress through these training stages and find your feet on the X-Wing. And then the fun really begins.



Everything from At-At walkers and 3-D mazes feature in this blinder of a game. Digitised film sequences and four stages to each level makes this – visually – the most impressive game on the PC. With a new M-Peg version in the pipeline things have never looked better. If the Mega-CD version is anything like it Lucas Arts are on to a winner.

After playing *Rebel Assault* on the PC CD-ROM it makes current Mega-CD games look absolutely appalling. Even the thought of playing *Rebel Assault* on this Sega format is enough to start the adrenaline rushing. But, is it too late, or is there life in the old tea-tray yet? Lucas Arts obviously think the Mega-CD has a future, so the force may lie in their hands...



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NIP
BITS

● The millennium is drawing to a close and *Phantasy Star IV* has been quashed, well kind of. Now to be known as *Phantasy Star – End of the Millennium*, this hot 24Mbit has undergone a few minor changes. The only explanation available was that *Phantasy Star III* was in fact a side-step from *Phantasy Star II*, not a continuation of the saga. Sounds a little dodgy if you ask me! Anyway, we're hoping to review what will without a doubt be an impressive RPG as soon as we can get our hands on it.

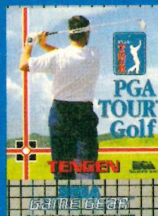
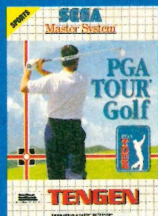
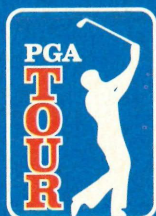
● A fifteen level Mario style game, *Pop' N Land*, is being released by Sur de Wave around Christmas. Apparently the most unconventional attribute to this exciting game is over 4000 character representations. Change your limbs, head and weapon to give a fresh look every time you play. Let's hope this Mega-CD run, jump and pick-up platformer will offer something special. We wait with baited breath.

● Japanese football is taking a dramatic step forward as sponsorship deals are springing up all over the shop. Sega and Bandai each sponsor teams while Capcom and Nintendo have recently declared an interest in co-sponsorship. Now Namco, Sega and Game Arts really have a few changes to make on the official games for 1995. The on and off pitch rivalry could turn out to be very interesting; teams logos of Mario on the Mega Drive and Sonic on the SNES?

● Expect to see *F1 Circus CD* released this February, *AX 101* in March and *Formula One World Championship* this April. *Lunar the Eternal Blue* and *Battle Fantasy* are other titles to look out for and a host of other exciting releases. *Outrunners* on the Mega Drive with a 16Mbit cart and, of course, *Virtua Racing*.

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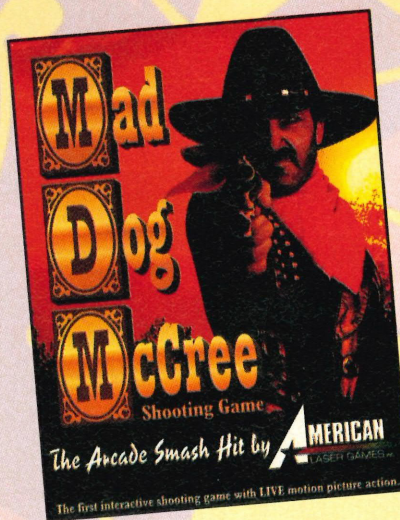


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COWBOYS & INDIANS



Last month *Dragon's Lair* was in the spotlight as ReadySoft launched their classic Laser Disc game onto Sega's CD ROM. This month, American Laser Games is the company under scrutiny and with a hot title, *Mad Dog McCree* soon to be available for the Mega-CD SEGA PRO had to have a peek. Jason "cuckoo" Johnson blasts the UK with exclusive news on this most excellent-conversion.



THE FIRM

Located in Albuquerque, New Mexico, American Laser Games have been up and running since 1988. Originally producing live action video training systems, ALG saw an opening for a real life action coin-op. A capital investment of one million dollars saw them quite neatly into the arcade video games industry. Their first release was *Mad Dog McCree* featuring Western style gun-play and live actors, showing just how much fun you can have 'inside' a video game.

Late in 1991 American Laser Games received the credit they richly deserved with the Most Innovative New Technology Award. This four year old industry infant had arrived. With perfect timing they went from strength to strength creating five more arcade machines. Now, the home console market is proving to be the way towards better, smarter technology.



Every now and again your shooting skills will be tested against a fellow sharp shooter.

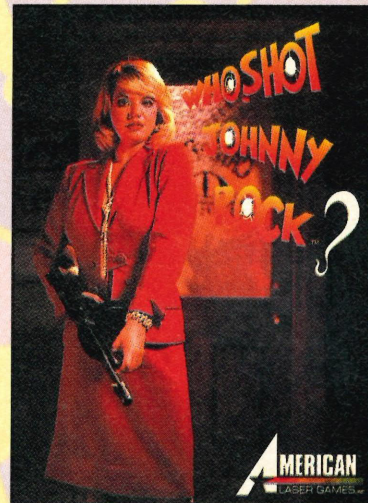
STARS AND STRIPES

Cowboys, space intruders and now law enforcers! Where next? American Laser Games have introduced five new games since the original *Mad Dog McCree* including these gun slinging hotshots. Read on for a comprehensive guide to what's in your local arcade.

WHO SHOT JOHNNY ROCK?

Autumn 1991

Rock star Johnny is dead and your task is to find the assassin. Sultry females, unsightly crims and an assortment of bad guys will keep you occupied in this brain teasing whodunit. Use the clues from Gal Friday to your advantage and shoot through scenarios including a pool hall, warehouse, funeral and party. Are you private eye material?

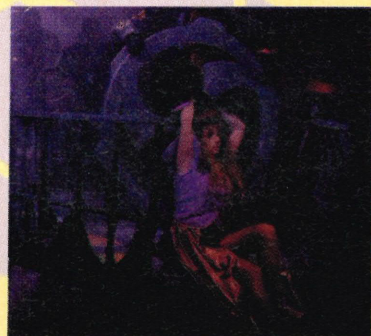


Go ahead, sonny, get out of my seat or you're history. This is no water pistol.

SPACE PIRATES

Spring 1992

Captain Talon, an evil terrorist, has taken innocent space personal hostage aboard a futuristic space craft. Your mission is to rescue them and kill the captain. As a Star Ranger you must collect energy crystals from three worlds and use these with a sophisticated cannon to destroy the ship. Completing this action adventure is far from easy.



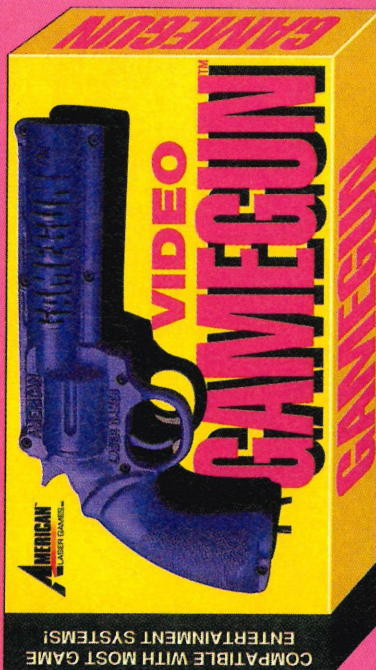
HOME ALONE

Mad Dog McCree is already available on the 3DO and PC CD-ROM with other conversions in the pipeline. What made this possible was the implementation of advanced mathematics and improved live action interactive video handling – 256 million values of information on one screen every one-thirtieth of a second! The CD-ROM replaced the Laser Disc and a new age of home games playing was born.

First on the shelves was the PC-CD ROM game with a 3DO version timed perfectly to coincide with the launch of this 32-bit machine. American Laser Games have landed in the home entertainment market and Sega's Mega-CD is the latest recruit. Future products will be made available for each format and probably any new machines to arrive on the market.



Just in case you're wondering what this piece of machinery is, it's a PC CD-ROM unit. Favourably compared in price to every other CD drive on the market, these little wonders start in at 150 quid. The Mega-CD could cost you over 250 pounds.



BANG BANG YOU'RE DEAD!

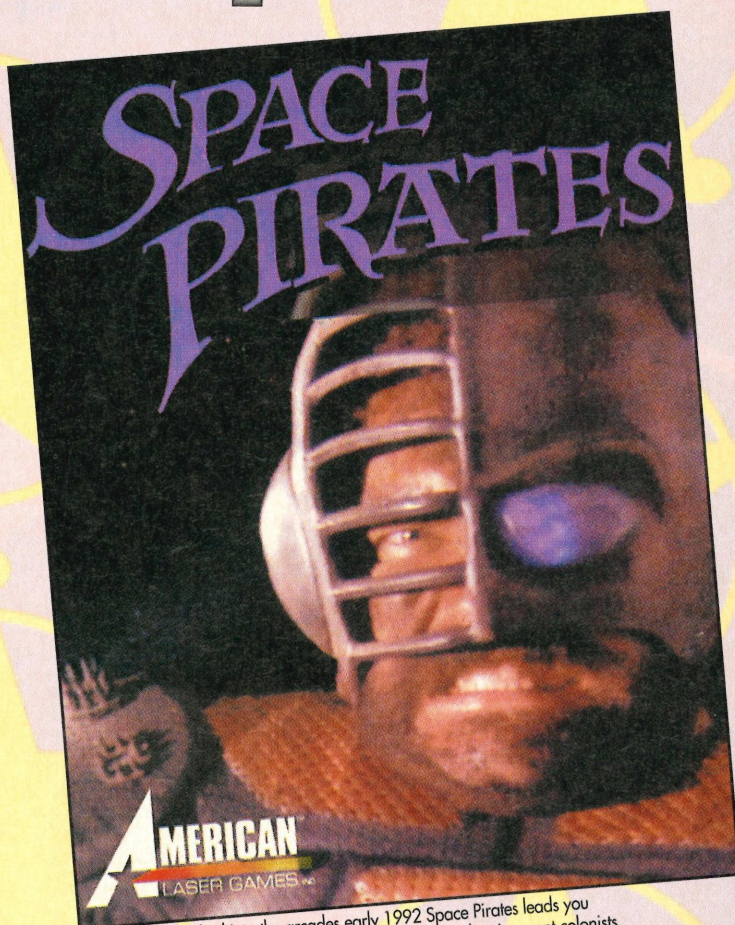
How does an American Laser Games machine work? Good question. Firstly you need a light gun, then you need something to aim at. Simple, you may argue, even the Binatone home entertainment system included a light gun. Unsurprisingly, technology has advanced somewhat since the days of *Blockout*; you only have to look at Konami's *Lethal Enforcers*.

Technically it's all very simple to explain, but incredibly complicated to understand. American Laser Games' products are based on multi-media technology. They use filmed motion video images processed by video compression and decompression and enhanced by computer generated images, animation and sound. This can be broken down into simpler explanatory units:

You will most probably know of FMV (Full Motion Video) incorporated into games such as Sega's *Night Trap* and *Sewer Shark*. This is used in ALG games with live actors performing action upon action within a pre-constructed film set. Every possible sequence is recorded and laid onto Laser Disc – that's one heck of a lot of acting around!

Once filmed and recorded with sound and additional graphics onto disc, the gun must be incorporated using further computer generation. A light gun 'reads' the screen and locates where shots land. Once understood (within a matter of split seconds) the computer jumps to another acted stage, thus continuing the game along the path determined by your actions.

That's the basic structure of how a game like *Mad Dog McCree* in the arcades, but how does it work at home? Probably in much the same way, but smaller screens and smaller machines could cause problems. Over the past year technological advances have allowed American Laser Games to expand in a massive way. Let's take a closer study of what they have achieved over the past year...



Launched into the arcades early 1992 Space Pirates leads you through a galactic adventure. Pirates have taken innocent colonists hostage and it's your job to rescue them.

CHEERS!

Special thanks to:

Randy Quick, Director of Creative Production and everyone at American Laser Games who were involved in another SEGAPRO exclusive.

GALLAGHER'S GALLERY

Spring 1992

An amusing variation from the standard 'mission impossible' hosted by the hilarious Gallagher. Wander through a shooting gallery as a vigilante defending yourself against alarm clocks, bubble gum machines and model aeroplanes; get the picture? Innovatively reacting to two guns at a time *Gallagher's Gallery* was the original stand-up comedy game, and the first gallery shooting game for 10 years.



If you've ever wanted to meet the A-Team, here they are in disguise on the way to clean up the town.

MAD DOG II: THE LOST GOLD

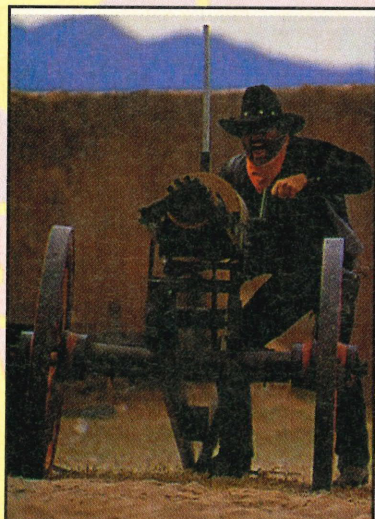
Autumn 1992

A follow-up to the original ALG *Mad Dog McCree*, *Mad Dog II* takes a new stance in arcade technology. Prospecting for hidden treasure is a tough business, so choose your guide carefully and set off into the movie like Old West. Use Buckskin Bonnie, The Professor or Shooting Beaver to track down and kill Mad Dog McCree.

CRIME PATROL

Spring 1993.

With more options than ever the latest, and probably best, American Laser Games machine is here. Law enforcement is on your agenda and there's a wide choice of scenarios to be cleaned up. Bank raids, a hostage situation and the inevitable crack house bust are available settings. A first person perspective creates an outrageously realistic view and news reports keep your status in mind.



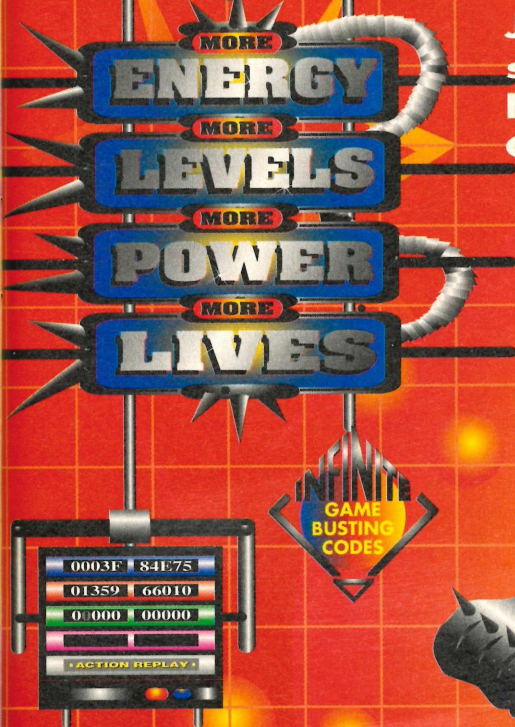
MAD DOG MCCREE ON THE MEGA-CD

Converting *Mad Dog McCree* onto the Mega-CD was clearly a major task what with the limitations of Sega's unit. To start with the original arcade machine's display ran at 30 frames per second. This was cut down to just 15 frames per second and although it's noticeable, American Laser Games have arrived with a strong product on the shelves.

The colour palette of the Mega-CD, as with last month's *Dragon's Lair*, was a huge stumbling block. Fortunately the pixelation isn't too bad and is of a similar standard to *Lethal Enforcers*, but this time you're fighting real people, not figments of a programmer's imagination. In general the whole conversion has been extremely successful. Watch out for the gun when it's released on March 30th 1994 to bring gameplay one step closer to arcade standard.

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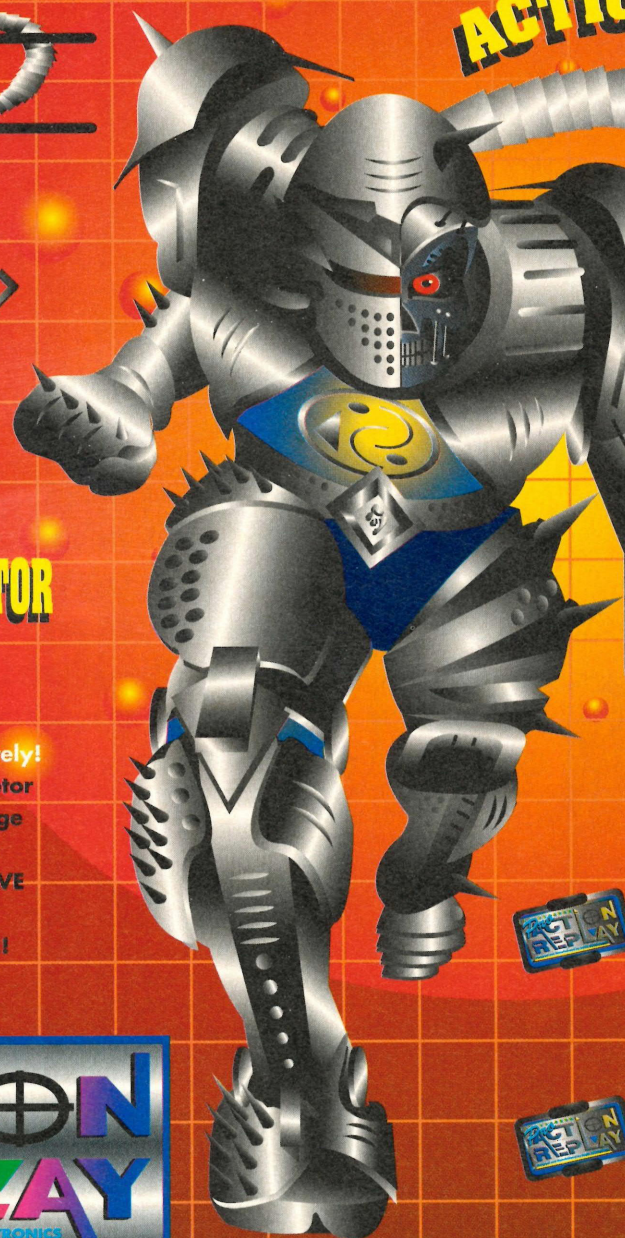
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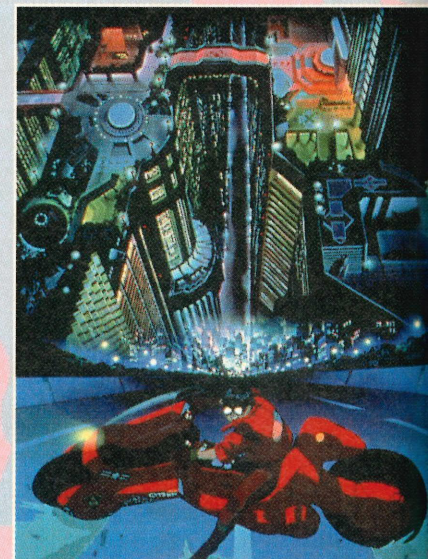
MEGADRIVE & GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES.

HORSES FOR COURSES



The Mask is the next cinema blockbuster to originate from a comic book. It is a combination of legendary cartoonist Tex Avery and the Terminator which sucks your very will to live.

Manga? Pah! It's still American comics – DC, Marvel and Dark Horse – that everyone's into. And better than that, they're where all the new game licences are too. So how could SEGAPro miss the chance to rummage around and find out what it all means?



much that he will buy the related game, whatever it is.

There is, however, a limit. If you forked out for *Batman Returns* you'll understand what I'm talking about!

Batman himself was plucked from the obscurity of the hard life of a superhero in decline. His heyday had been in the Bob Kane-drawn strips in the 1930s but the caped crusader fell into disrepair and was grounded until the 1960s classic TV series kapowed him back to life in the over-the-top spoof – currently re-running on Channel 4.

However, it was left to Dark Horse to rediscover his true identity. Into the light came the strip, *Dark Knight*, that inspired the film and merchandising. Deep shadow and the underlying threat of violence pushed Batman's character to the limit with much of the appeal coming from the exploration of his psyche. Thus a true three-dimensional character was created.

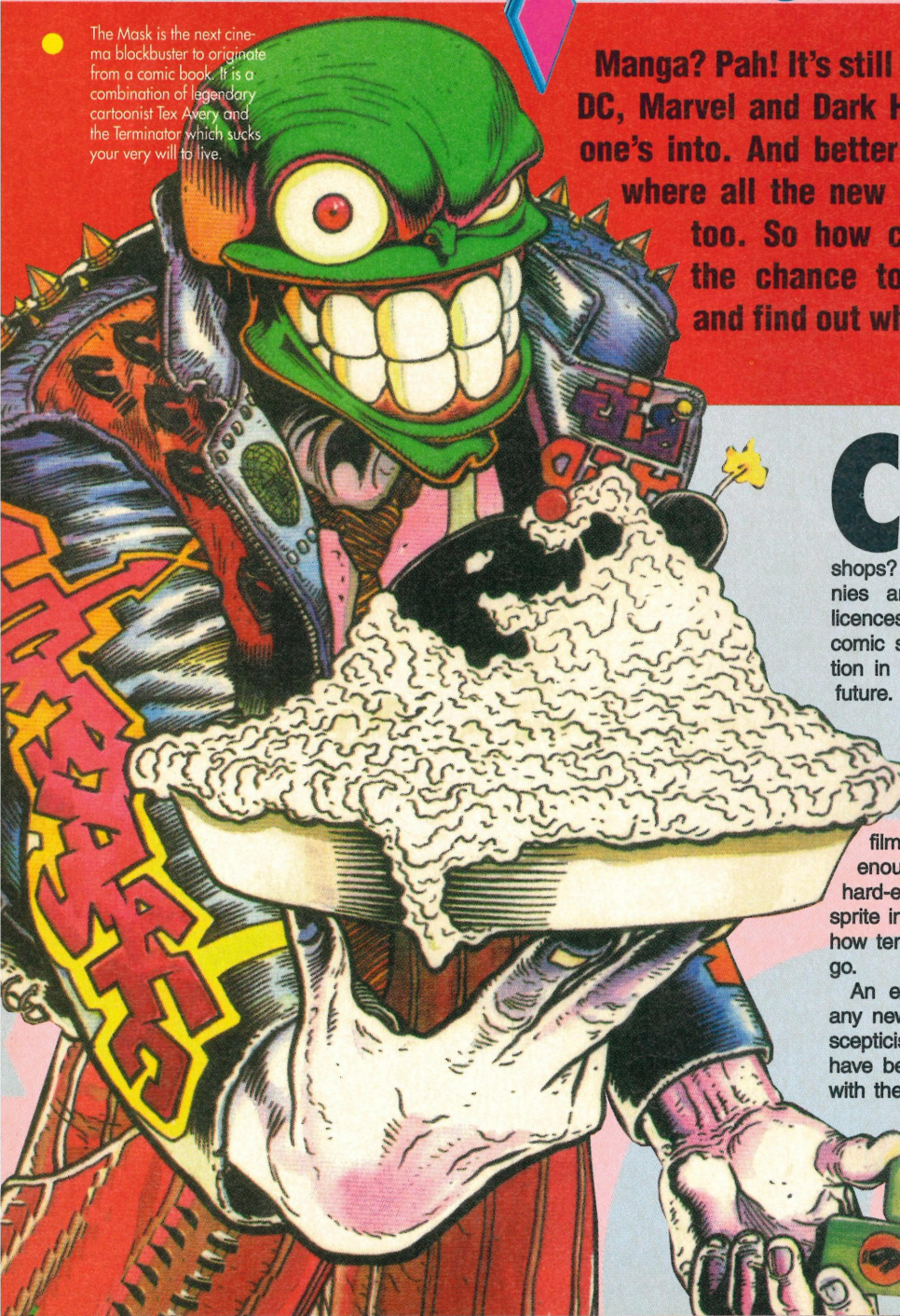
You may ask yourself (after the success of the film) what happened to the game? Well, there are a million excuses, but it was clear that not enough time was spent on the gameplay in the rush to get it into the shops near to the release date of the film. And, worse, there was scant reference to the comic strip material in the gameplay.

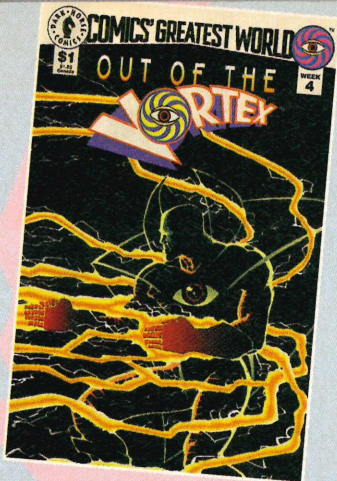
There are, of course, exceptions. *Aladdin* had an eagle-eyed Disney animator on call throughout its devel-

Could we have reached the day where we are able to predict exactly what the next games are going to be before they reach the shops? Increasingly, games companies are turning away from film licences and are looking towards the comic strip and cartoon for inspiration in producing the games of the future.

Licensing games from films can be a very hit and miss affair with many poor games being supposed representations of classic films. Those of you unlucky enough to have parted with your hard-earned cash for the McFly sprite in *Back to the Future III* know how terribly wrong these things can go.

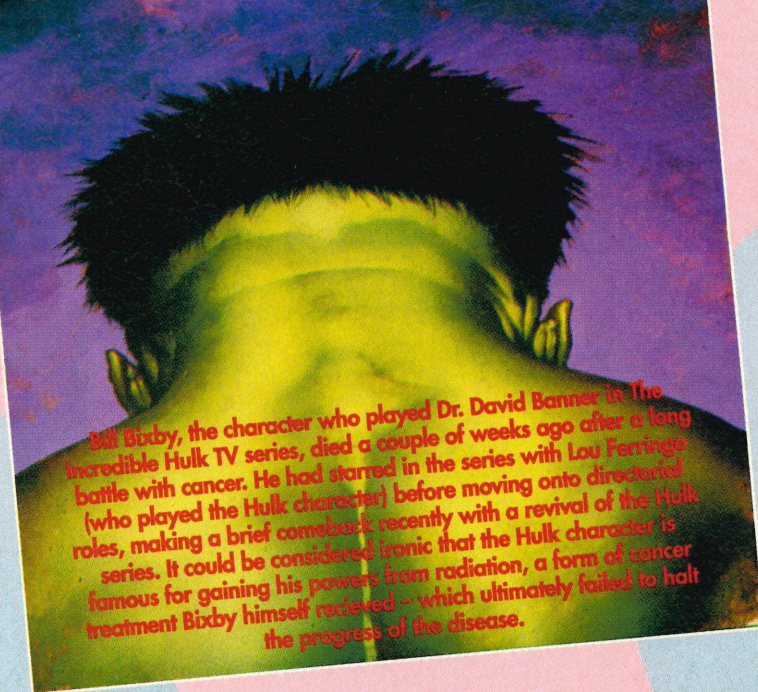
An experienced gamer will view any new film licence with a healthy scepticism – all too often the games have been cobbled together quickly with the gamer being the one who suffers. There seems to be an over-reliance on the sucker who loves a new film so



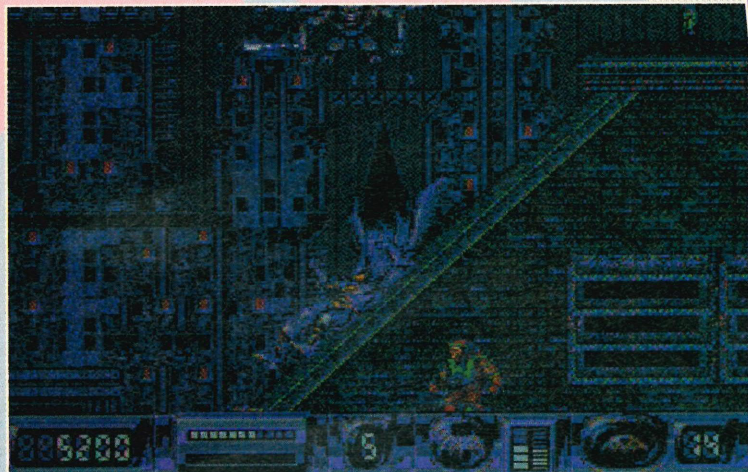


FEATURE

THE HULK IS DEAD!



Bill Bixby, the character who played Dr. David Banner in *The Incredible Hulk* TV series, died a couple of weeks ago after a long battle with cancer. He had starred in the series with Lou Ferrigno (who played the Hulk character) before moving onto directorial roles, making a brief comeback recently with a revival of the Hulk series. It could be considered ironic that the Hulk character is famous for gaining his powers from radiation, a form of cancer treatment Bixby himself received - which ultimately failed to halt the progress of the disease.



The Caped Crusader takes a tumble. The Dark Horse-influenced feel of the film got translated into the gloomy gamplay contained within the *Batman* series of games.

opment, checking on quality and safeguarding the sacred Disney name. It was released in good time to take advantage of the hype that the film's publicity sparked.

So what potential strengths does a game that is derived from a comic strip have? When the avid game-player sees a storyline he likes, whether on film or in comic book form, he thinks of two things. Firstly, he wants to recreate the same exhilaration he felt when he saw his hero dodging bullets or taking a slug on the jaw - so the strongest elements get translated into the gameplay. Secondly, the gameplayer wants the game to be faithful to the comic, in look and story. But the scope for improvement in cross-over releases is massive. Unlike many games, comic's storylines are intricate, diverse and contain no shortage of strong characters to draw from; in the shape of evil lawbreakers and their vigilante pursuers. So the horizon for the programming team to create a more authentic game should be very wide indeed..

STALKING HORSE

Back in 1986 the people at Dark Horse Comics came up with the idea of *The Mask*. It was one of their many original concepts to emerge into the then rapidly-growing world of underground comics in the States. Although stories like *Concrete* (1987) and *Mr Monster*

THE JAPANESE MARKET

The tradition of comic books and cartoons is nowhere stronger than in Japan. The hugely popular Anime (meaning the unique style of the Japanese cartooning industry) caters for the whole population with soap operas, adult movies - even Anime business advice! It is a natural extension therefore to see these influences in the Japanese games market. Perhaps the most obvious example is the Mega-CD game *Time Gal* which is a thinly-disguised Anime adventure presented as a game.

There seems to be two main types of Anime character - the cute bobby-socked submissive female and the young wide-eyed hero - both blending in well with the Anime love of hi-tech. Futuristic Anime worlds give the style to many of the spaceships, robots, wild monsters and cityscapes you then see in Japanese games. The Japanese spin-off licensed games to their Anime creations at a huge rate. As yet, few have reached our shores.

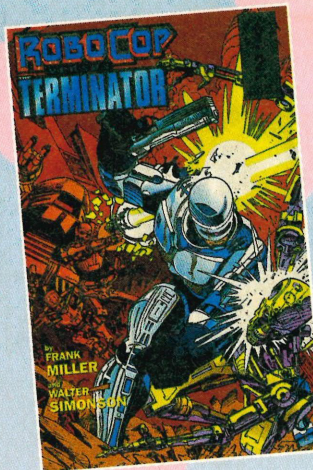
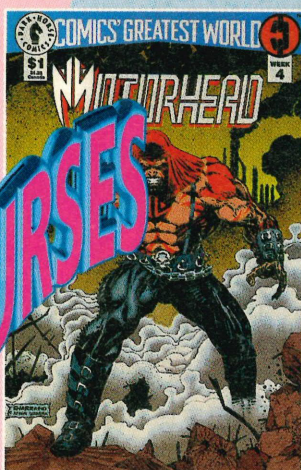
Manga (meaning 'comic') videos have, however, hit the high streets. One of the first was *Akira* and it became an instant cult classic when it was released nearly two years ago. It has now sold around 50,000 copies and the Manga video market has moved to a total of 400,000 videos. A lot of the top-selling games in Japan are based on Manga video (as well as Anime) characters. It seems the more success these videos and comics have in this country, the more likely it is that software cross-overs will arrive on your games shelf. Their January releases include Japanese favourites *Rumik World* (and later in the year) *Roujin Z* and *Applesseed*.

The recurring theme of Anime is a post-apocalyptic world inhabited by supernatural forces fighting against a more vulnerable population. *Fist of the North Star* and *Legend of the Overfiend* are two notorious examples. There are less predictable videos too like *Lensmen* (based on the books by E. E. 'Doc' Smith and one of the influences on *Star Wars*) and *Akira*. They tend to concentrate more on stunning visual effects and strong storylines - it will be interesting to see how they translate onto the videogames format.

The post-apocalyptic setting of both *Lensmen* and *Akira* is a frightening look at a world in which law and order has broken down (ironic considering Japan has the lowest crime rate of any industrial nation in the world).



HORSES FOR COURSES



The two movie stars slug it out western-style in the Dark Horse comic. Bar-room brawls were never like this!

(1987) have not hit the big time (most likely because of their ridiculous names) The Mask almost certainly will. New Line Films, the people behind Jurassic Park, have thrown millions into its production – it should be making its silver screen debut in the summer of 1994.

The gist of the story is that a hapless pawnshopper buys a \$135 mask with magical properties; turning the wearer into a demonic killer. The Mask dispenses the owners revenge on lazy mechanics and old schoolteachers until someone else gets hold of it – then taking them over... and so on.

Bearing in mind that many games don't

get enough development time or budget (especially the licences), surely now is the time it should be done. The Mask is a game idea crying out for conversion – and undoubtedly it will happen. But it has been nearly eight years in the making!

Dark Horse UK Editorial Director Dick Hansom takes up the story: "It was in the mid-eighties that we launches Dark Horse Presents, which included stories about the Mask. You either are or are not a comic book fan. I was brought up on the X-Men and all the DC and Marvel superhero classics.

SOME COMIC-INFLUENCED GAMES

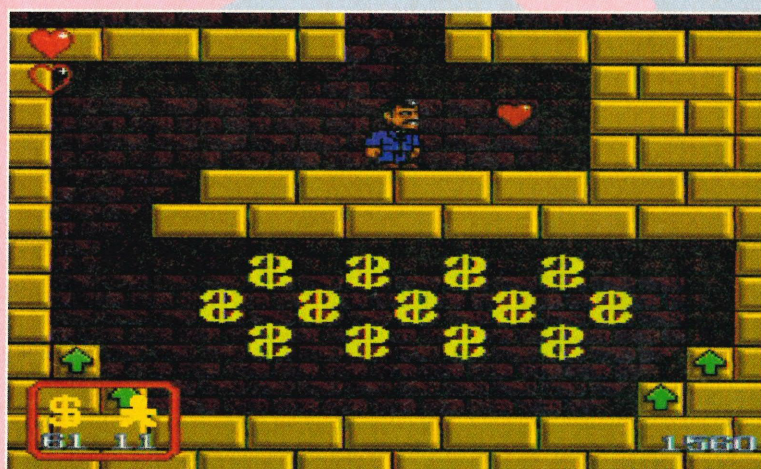
SpidermanMarvel
Spiderman and the X-MenMarvel
Spiderman vs KingpinMarvel
Addams FamilyNewspaper
BatmanDC/Dark Horse Comics
Batman ReturnsDC/Dark Horse Comics
BatmanRevenge of the Joker/DC Comics
Buck RogersNewspaper
Captain America and the AvengersMarvel
Dick TracyNewspaper
SupermanDC Comics
Teenage Mutant Hero TurtlesEastmann & Laird
X-MenMarvel
AsterixBook

TV/FILM CARTOONS

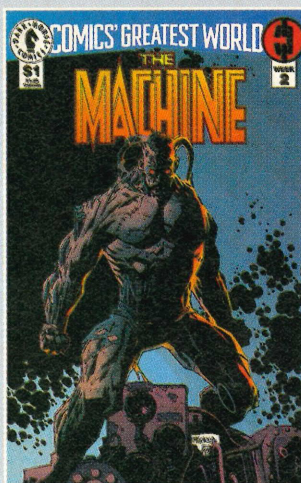
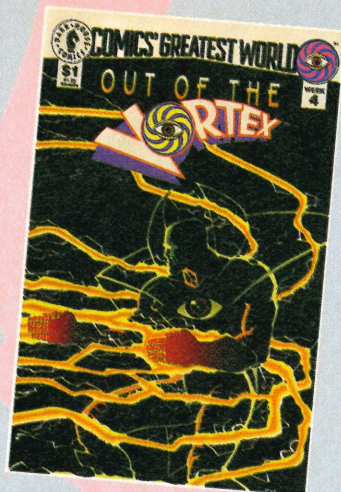
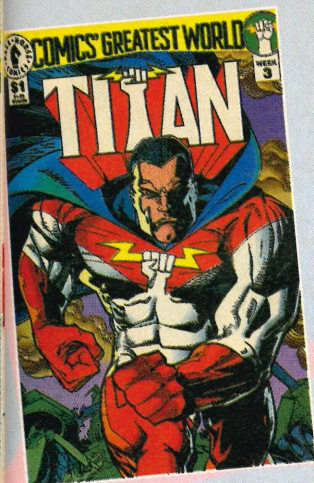
Bart vs Space MutantsFox TV
Bart's NightmareFox TV
Captain PlanetTed Turner
Chester CheetahTV adverts
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AladdinDisney
FantasiaDisney
The FlintstonesHanna Barbera
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Tiny Toon AdventuresWarner Brothers
Toxic CrusadersTed Turner
RoboCop vs TerminatorDark Horse Comics
Jungle BookDisney

MANGA INFLUENCED GAMES

Time Gal,
Akira,
3X3 Eyes,
Ranma 1/2



Gomez ponders how to escape the bonus room in *The Addams Family*, a game of the film of the cartoon strip created by Charles Addams (hence the name!). The sequel, *Addams Family Values*, is currently in the cinema.



FEATURE

I moved onto the more specialised comics like Love and Rockets and just never stopped. I eventually studied English Literature at University but spent most of my time reading comics."

He explains further: "The last new decent comic idea to come out of Britain was 2000AD in the 1970s." This dearth of creativity, he told us, was the reason that the comic book format was pushed off the mainstream newsstands.

"There are probably about 200 specialised shops in the UK now but there is no way they could support print runs anywhere near a million copies. Places like Japan and, closer to us, France, bring out a huge amount of comics that appeal to all age groups. There is more of a tradition of reading comics elsewhere in the world."

This perhaps explains why there is a reluctance to pluck characters from comics and make games for them. It is a unique phenomenon in this country not to read comics and it is this low level of awareness that

deters games companies from taking advantage of already successful strips.

HASTA LA VISTA, ROBO

Dark Horse bought the licences for Alien and Predator last year and produced a comic which had a worldwide print run of 400,000. They did the same with two of the most successful action movies of recent times, RoboCop and The Terminator.

Penned by Frank Miller and Walt Simpson, RoboCop vs. Terminator has spawned a game of the same name (reviewed in the last issue of SEGA PRO).

The linking of two fictional characters from different films doubles the

appeal and lays waste any possible complaint that film licensed games need to be rushed out. After all, there's no film release date to try to meet. Mind you, think of the possibilities if you could join forces with anyone you like... who knows - Laura Ingels from Little House on the Prairie versus Reservoir Dogs or Lassie meets Hannibal Lecter!

It seems the game companies could do a lot worse than to ride on the coat-tails of some of the innovative ideas that erupt from the comics scene. In fact, some already are: Cyro Games in France are finalising deals which will give the Mega Drive a set of new games in the New Year which will feature the characters from the Dark



Horse stable. Watch out for Titan, the clean-cut hero saving Golden City; Ghost, the slinky female assassin; Rebel, Mecha, King Tiger, X, Out of the Vortex, Motorhead and that maverick band of troublemakers, The Pit Bulls. The insider's money for a game development is on a combination incorporating two or more of the comic strip originals.

We all know what a dramatic effect the Marvel and DC comic book heroes of the 1930s had on the films we watch and the games we play. Mention superheroes like Batman, Superman, Spiderman and the X-Men and you not only have some of the most successful comic strips but top-grossing films, cartoons and money-spinning games cartridges.

With the coming 30th birthday of Marvel's The Incredible Hulk, US Gold have acquired the licence to make a sprite out of the angry green man. Gold have drawn on both the comic strip Hulk and the hit late seventies series to develop this game that should be in the shops around June next year. Lou Bank at Marvel says: "We are very excited about any link-in with their characters" and are looking to completing a deal involving their Clandestine comic strip in the future.

● Paddy Clarke



Aladdin set new standards for computer game cartoon animation with the close involvement of Disney in the game's production. It will be interesting to see how this influences future titles.



Is it a comic...?

Is it a gaming mag...?

It's **BOTH**!

It's a slick new magazine featuring
the excellent comic strip adventures of

LEMMINGS, TOEJAM & EARL,
CHUCK ROCK and GREENDOG...

+ **hot tips** exclusive news
rivetting reviews in-depth
features **crazy competitions...**

Or you could just say...

It's

MAX
overload!



FIRST ISSUE ON SALE 15 FEBRUARY 1994



.....**DRAGON'S REVENGE**

Another pinball game? but this is the follow-up to the excellent *Dragon's Fury*. Not just superior bumping but arcade sprites and bonus levels. Flipping good?

.....**DUNE II**

Sand blasting and building on Frank Herbert's Arrakis. Choose your clan and start mining that spice! Strategy takes to the desert – carefully avoiding those worm-holes.

.....**GUNSHIP**

Helicopter blasting action as you head out on a special mission over enemy territory. Part sim, part shoot-'em-up, we take *Gunship* up, up and away to test its playbustin' abilities.

.....**KICK BOXING**

See if you've got what it takes to be the KB king: Work that body in the training room and then go out and give someone a good kicking – only on screen of course...

.....**LEGENDS OF THE RING**

Queensbury rules this time against the best boxers past and present. Slug it out with Marciano over six rounds or try your fancy footwork against the likes of Sugar Ray Leonard.

.....**LOST VIKINGS**

Take a wrong turning at Valhalla and end up in the space-age with Olaf, Baleog and Erik. These nordic types want to get back to where they belong in an original arcade-platformer.

.....**PELÉ**

The man who made football into an art comes to the MD courtesy of Accolade. Mild-mannered off the pitch, has this release got the after-touch to score against some tough competition?

.....**PIRATE'S GOLD**

If you've ever wanted to sail the seven seas in search of treasure you'll get the chance in US Gold's mixture of looting and trading. Fire a broadside or take on the captain with some swash-buckling swordplay.

.....**PUYO PUYO**

Blobs, beans – whatever you call them – they're here in a puzzle teaser that'll turn your brain to jelly. Gasp as they tumble! Thrill as they turn! Giggle as your opponent drowns in a sea of black-blobs...

.....**REN AND STIMPY**

These bizarre comic-strip heroes are let loose on your unsuspecting console. Beat each other silly in two-player mode – using your friends as pile-drivers, boomerangs and croquet balls.

.....**SOCKET**

High speed action that tries to out-Sonic *Sonic*. A ferocious mix of power-ups, bumpers and baddies that'll have you looping-the-loop. Go anti-gravity in this techno fantasy.

.....**SUMO**

The real heavyweights of the fight game get in some hand-slapping action at a Dojo near you. Hurl each other out of the clay arena all in the name of sport. Happy landings!

.....**TOEJAM AND EARL II**

If you've not been feeling funky recently let these two aliens chill you out with an amazing interactive platformer in which you have to hoover up earthlings to keep your planet hip.

.....**WINTER CHALLENGE**

Avoid the real snow and ice by playing a game where you ski and skate on the virtual stuff. Certainly not as cold, but will it make you hear the authentic ring of sleigh-bells...

REVIEW INDEX

MD CD MS GG



.....**BUGGY RUN**

You don't need an insecticide – just an iron nerve – for this release as you leap between sand dunes and collect loadsa cash to buy a bigger and better dune-buggy.

.....**DONALD DUCK**

What more Disney? It's Donald's turn to throw a wobbly at the cartoon wasps, fish etc who stand between him and the sacred shrine. Imagine *Raiders of the Lost Ark* meets *Fantasia*.

.....**SENSI SOCCER**

This footy classic finally reaches the MS. Will the neat sprites and crisp passing play look as good as on the MD? We see if it's got the finish of the original.

.....**SONIC CHAOS**

Robotnik is causing trouble again so Sonic and Tails are brought out of retirement to put him back in his place. We test whether this new selection of springs, curves and power-ups are enough to get our heads spinning again.



.....**MAD DOG MCREE**

Step into the the really Wild West and draw on the best FMV characters ever seen on Mega-CD. Take advice from an old timer and make the frontier safe for decent folks by gunning down this mad dog.

.....**THE SECRET OF MONKEY ISLAND CD**

An Amiga classic hits the Sega format as you go arcade adventuring on your way to becoming a pirate. There are skills to be learnt and equipment to be found – all through chatting to the locals.



.....**HOOK**

Peter Pan flies in to discover that Captain Hook is holding all his Neverland friends hostage. He's got to fight his way through this platform adventure to win their freedom.

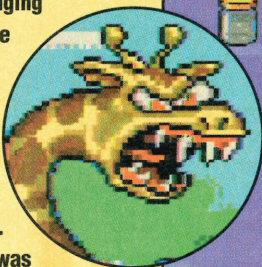
.....**SONIC CHAOS**

Small could well be beautiful as we've seen some impressive conversions onto the crystal screen lately. Robotnik is at it again so it's Sonic and Tails to the rescue. Any more chaotic than before?

The Ren & Stimpy Show

Whilst Stimpy was trying out his latest idea, changing household garbage into glazed ham, his Mutate-O-Matic machine suddenly exploded sending bits of food everywhere. Ren, his partner, was not happy. The lab was destroyed causing the whole town to be warped!

Now everything has been twisted into crazed, diabolical enemies – thanks to Stimpy's stupidity. Thankfully Ren and Stimpy have been close friends for years so Ren has decided to help his careless friend put things back in order. You can be sure that somewhere along the line someone else is going to be needed too – you!



When Ren and Stimpy find a gas pump it's not just hot-air keeping them aloft! They look like helium balloons as they drift around the level avoiding spiky plants and flying birds. This is the only level where these two chaps can't actually walk.

Ren and Stimpy are a right old pair who have got themselves into a right old mess. From their own satellite TV show, the two now make an appearance on the Mega Drive in a platformer that's very much the same as *Toejam and Earl*.

The great thing about this game is the two-player option because *The Ren and Stimpy Show* is all about teamwork. Throughout the five levels you and a friend must help each other to try to kill the baddies and get through the game.

This is perhaps one of the most promising games we've seen on the market as the unique gameplay provides a great deal of fun. Whether you are Ren or Stimpy, you have to make use of their special moves, attacks and jumps to help get rid of baddies and reach new parts of the game.

It doesn't matter if you play alone or with a friend, your strategies are the same. Ren can do eight dif-



Down in an underground chamber our two heroes find themselves slipping down a shaft with lethal spikes.

ferent things with the help of Stimpy and vice versa (see elsewhere on page). For example, if Ren needs to jump from hippo to hippo over the water during the zoo stage he can ride on Stimpy's back. If Stimpy needs to cross he can use Ren as a pole-vaulting pole! (These two sure don't know the meaning of pain, that's for sure). If Stimpy needs to dig through a platform then he can use Ren as a shovel by turning him upside down.

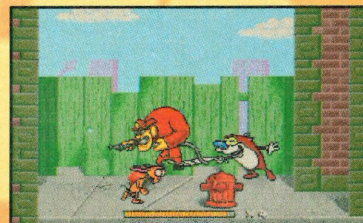
For killing baddies, Stimpy will get out his mallet and use his pal like a croquet ball. Ren can match this with his bowling ball routine. He just gathers his mate up and tosses him across the screen sending him into



In the zoo prepare to meet some caged animals like these banana-chucking gorillas.



Out in the city Ren and Stimpy give it a bit of pedal as they find themselves leaping 'ET' style over cars.

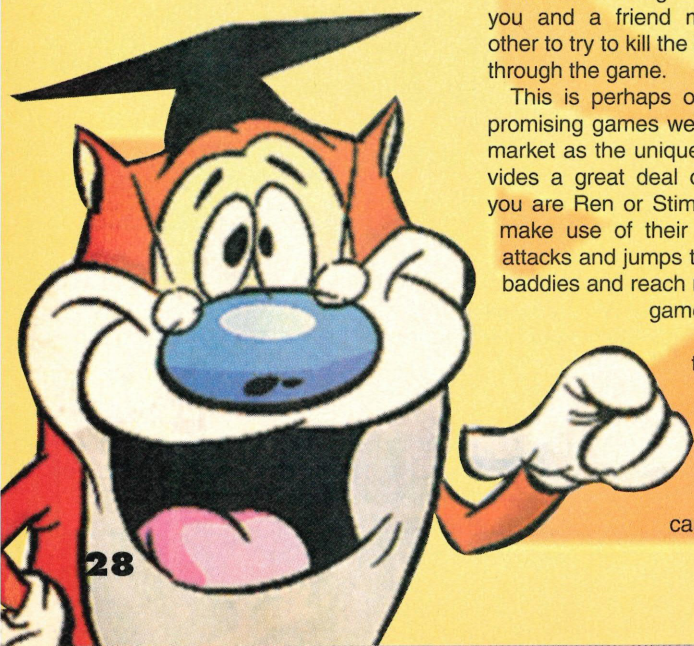


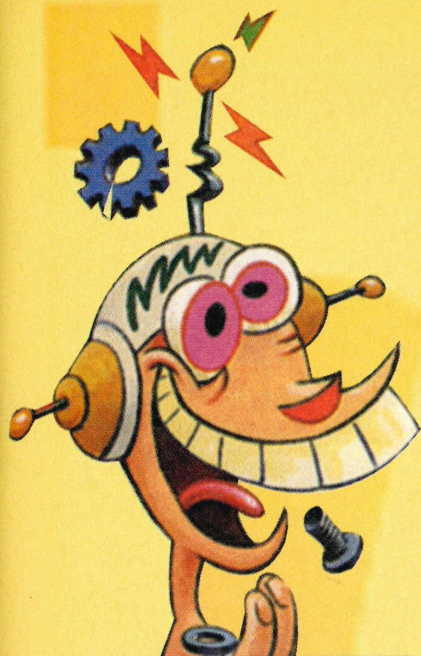
In the alleyway Ren and Stimpy meet a mad fireman with an urge to turn a fire-hose on them!

an unstoppable roll! With friends like that...

Although with *Toejam and Earl* I could interact with backgrounds a lot more (finding objects etc.), I did not need to rely on another sprite to help me through. Here, you need a companion to launch you high up to other platforms. You also need to compromise and decide who'll do what – because if you don't there'll be trouble!

Graphics are outstanding throughout all five stages of the game. Starting in the neighbourhood the background greenery and foreground sprites (such as the deadly lawn mowers) are painted in a typi-





Ren and Stimpy find this 'Horse-play' move useful for jumping over the hippos in the Zoo.

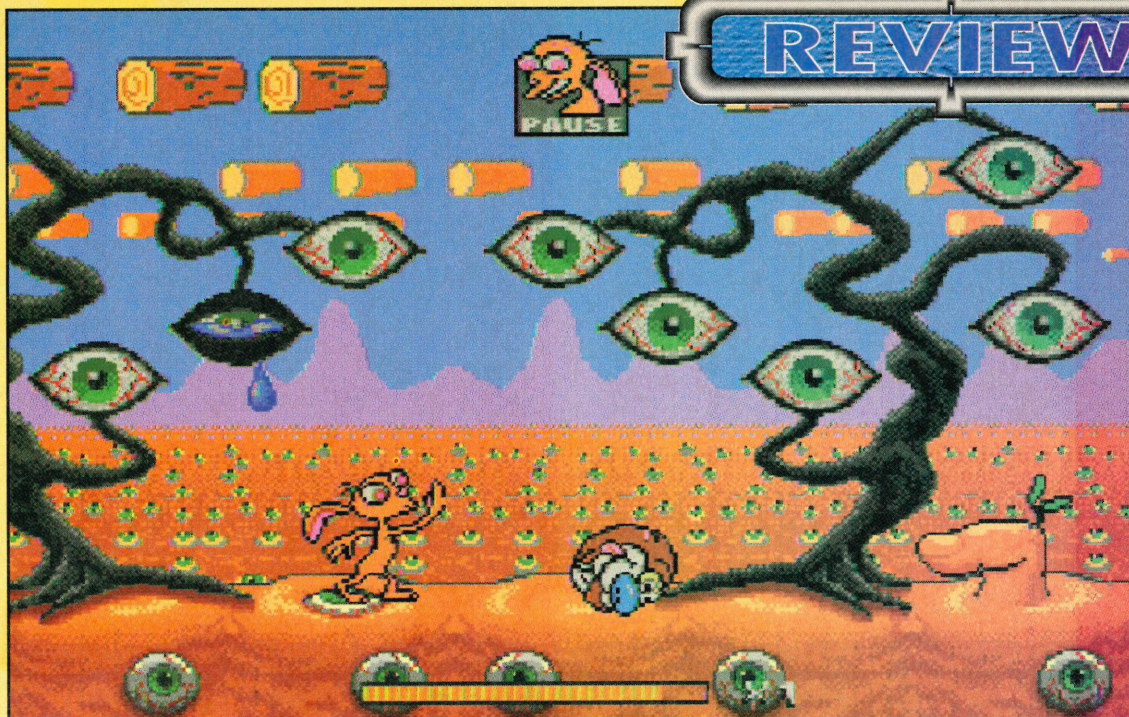


In Mr Horse's kitchen Stimpy uses Ren as an animal missile to prevent the cabbages from causing trouble!



This is Stimpy's technical diagram of the Mutata-O-Matic machine. Find all the items to complete the picture.

cal suburban scene. I found it great fun picking up my pal and tossing him around like a boomerang towards the lawnmowers whilst using his rotor blade as a way of flying over the cheeky flamingos (which look lovely – graphically speaking!). Mr Horse's kitchen and freezer inside the house proves to be more fun than you'd expect, with the bouncing eye-balls and polar chickens. I dealt with the latter by ripping off Stimpy's nose and using it as a homing missile – I'm not kidding either!



Eye, eye, what kind of a place do you call this then eh? Ren and Stimpy, back in the open lands, have reached a really 'mad' place. If the gaping mouths that spit out eyeballs and bonuses seem strange then take a look at the trees. Some of the eyes growing on them even shed a tear or two – and these can be lethal if Ren or Stimpy are standing underneath!

A HELPING HAND



If Stimpy is not close at hand then Ren uses his flyswatter as a weapon.



A quicky squeeze and then a thrust (huh!), and the two leap over danger.



Ren hates it when he's treated as a boomerang – but then life is never easy.



The croquet lover, Stimpy, tries out his swing on poor old Ren!



Due to the nature of Ren's ears, they come in useful as rotor blades.



If Stimpy needs to dig downwards then Ren makes the perfect shovel!



If Stimpy need to pole-vault over something then guess who's the pole...



If Ren is not close by then Stimpy uses his bath-towel as a weapon.



Ren can strike it lucky by using his pal as a bowling ball!



Ren can use poor Stimpy as a jack-hammer when he needs to dig deep!



This is actually called the 'horse-play' move that's great for jumping gaps.



When Ren grabs Stimpy in a Heimlich grip, the victim can spit hairballs.



REVIEW

On the final level Ren and Stimpy must slowly work their way through the Mutate-O-Matic machine. Starting off in a tall glass test tube they must use the bubbles to gain height whilst making sure they don't burst sending them plummeting back down into the green substance below. Once past this hurdle they then have to drop down between electricity posts that are constantly alive with electric currents and flashes. Then they'll need to blow out candle-flames while avoiding cables and lightbulbs. At the very end, a set of switches need to be pushed down to finish the game. It's tricky—but no that tricky. Slipping-up here is a bad mistake—it's a lot easier than it looks...

Ren and Stimpy desperately try to avoid the electric charges that can zap their energy level very quickly.

This is how not to ride the bubbles as Ren and Stimpy's combined weight is sure to burst this one.

Ren's got the right idea. He can repeatedly jump between these two bubbles until he reaches the top.

This is not the place for Ren to practice his bowling skills on Stimpy as the burning candle is a killer!

The Ren & Stimpy Show



This is the map of Ren and Stimpy's home. There are five levels in total that start in a neighbourhood of buzzing lawnmowers, then continue through a zoo of egg-bombing seagulls, a city of spitting junk mail, a Pound, and then the machine room.

As I continued through the zoo (very impressive as the animal sprites are large and still well animated) and then onto the city, things became easier. Killing the bad guys could be done with a few boomerang moves, and energy replenishes were plentiful. Even the task of collecting a component from each level for the Mutate-O-Matic machine was simple (you never need to go out of your way to find such pieces).

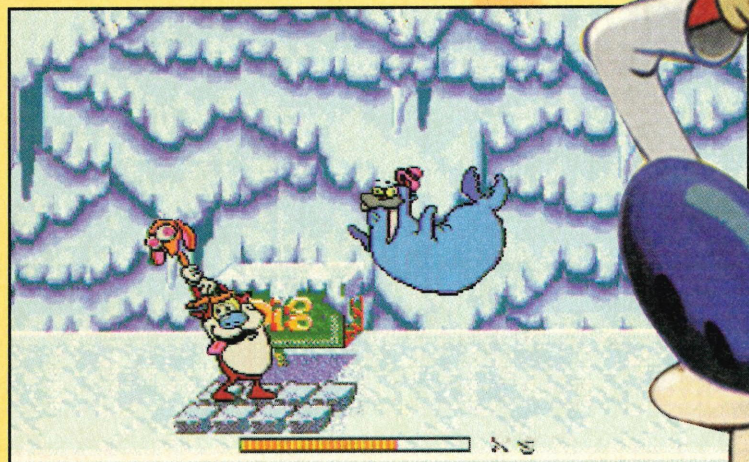
Goodies found along the way comprise of food, jars of spit – very

nice! – glazed ham (huh?), gritty kitty litter, money bags and powdered toast jars. These give you health or points but in general there are too many of them. Okay, I finished this game on the easy level first go, but even so this is something of a weak point.

In addition, the two harder skill levels don't offer new ideas – you'll just find the health meter running down a lot faster. I feel the incentive to see further screens is an important part of a game and unfortunately once this is finished on an easy level then the secrets of the Mutate-O-Matic level at the end are already known.

Overall, I got a lot of enjoyment from this though. The audio effects enhanced the bizarre yet wonderful game-play, and the two-player option was incredibly appealing. The variety of moves are fun to learn

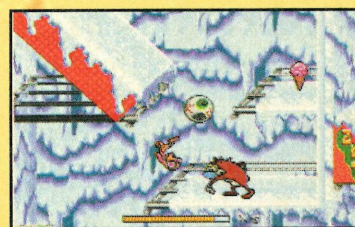
PRO TIP On the zoo stage jump the hippos in the water using the 'Horse Play' move. Ren will ride Stimpy (ahem) – just managing to jump the large gaps.



As this great fat fridge-freak attempts to crush our two friends, Stimpy uses his brains by grabbing Ren and using him as a shovel to dig his way out of danger. If Ren was quick he could have used Stimpy as a jack-hammer first.



This dog-catcher proves to be no problem for Ren and Stimpy as they pole-vault over to kick ass.



In the fridge menacing eyeballs cause Stimpy some bother. Using Ren as a missile attacks the pests.

and try out and the cartoon humour has been captured extremely well. If you enjoyed *Toejam and Earl* you'll probably love this. What a shame there weren't more levels as I found just five to be just too short a number.

● Mark "Whizz kid" Hill

MEGA DRIVE



THE REN & STIMPY SHOW

SEGA ● £44.99 ● OUT NOW

CART SIZE 16Mbit
PLAYERS.....2
STAGES5
SKILL LEVELS.....3
FEATURES.....password
CONTACT

Sega ☎ (071) 373 3000

PROVIEW

NICK8/10
This reminded me of *Sleepwalker* on the Amiga – but more fun. Recommended.
PETE9/10
One of the best platformers I've played. It'll really make you laugh.
JASE8/10
Laugh yourself into hysteria with this showcase platform adventure.

ACTION

STRATEGY

GRAPHICS 96%

▲ Some of the best cartoon graphics ever to grace a Mega Drive console.
▲ Smooth colourful backgrounds enhance this release's cartoon feel.

SOUND 89%

▲ The speech samples are witty and the sound effects are impressive.
▼ The different sound tracks suit Ren and Stimpy's style down to the ground.

GAMEPLAY 87%

▲ It's so much more fun when you need to rely on another sprite to help you out!
▲ Trying out Ren and Stimpy's different moves is a great deal of fun.

CHALLENGE 79%

▲ Compromising with another player is a challenge in itself!
▼ There are only five levels – and most are fairly easy to get through.

PROSCORE
85 %

A superb cartoon platformer that features some of the best graphics ever. The laughs in Ren and Stimpy are only overshadowed by the easy challenge.

REVIEW

When Frank Herbert originally wrote *Dune*, it was rejected by nearly every publisher he sent it to. The book editors recognised that it was an incredibly complex and ambitious work but didn't feel it would have much of an audience.

Well, many years later, after innumerable awards, millions of sales, sequels and the odd (very odd) film or so the videogame versions turned up for inspection.

The first *Dune* was a graphic adventure that followed the plot of the book fairly closely. It required the defeat of the dreaded Baron Harkonnen who'd taken over Arrakis, the desert planet which produces the hugely valuable spice Melange. Can you harvest enough spice to finance your House's own empire?

DUNE

The Battle For Arrakis

Dune II is only loosely based on the original book and this has meant that the graphic adventure format has been abandoned for more of a *Sim City/Civilisation* type of game. Essentially the idea is to complete ten missions described to you by your faithful Mentat. These start off with the very easy (collect a certain amount of credits) and range to the very hard (wipe the forces of an opposing Great House off the face of the planet!). The way to do this is to build industrial complexes in the desert. You can play as one of the three Great Houses – Atreides, Harkonnens and the Ordos. Each Great House has certain strengths and weaknesses – the Harkonnens are fierce fighters while the Atreides are good at mining spice. My recommendation, after playing as each of the Houses, is to choose the Harkonnens!

Probably the easiest way to describe how to play the game is to take one of the quicker levels as an example: Level three. In this game, I'm playing as the Atreides:



Help! It's the start of level four and I'm under attack already. Set up a defensive perimeter pronto – the enemy troops will attack the same spot most of the time. As you can see, the red tanks are caught in a semicircle of my weapons – they have no escape!

Cyril, your Mentat, tells you that you have to destroy the Harkonnen base. You start with a construction centre which allows the choice of various types of industrial complex to build. Initially, you only have two choices – a windtrap and concrete. As you build certain things, the options increase for building others, so when the windtrap is ready, you get the chance to build a spice refinery and a vehicle yard.

The refinery is vital, because it allows you to collect spice and increase your credit score. All new construction projects have to be paid for – for instance, a refinery costs 400 credits and the correct amount will be knocked off your credit total.

As your strength increases you'll be able to afford to build some vehicles. In this level you can only build Quads and Trikes, each only lightly armed and armoured, although later levels allow tanks, MCVs, spice harvesters and missile carriers (also depending on which Great House you play as).

Remember to balance your needs – the opposing forces will attempt to attack so keep a few defensive units at hand to repel attacks. But remember, this means you can also mount attacks of your own – so send a few units in search of the enemy base.

Unfortunately, when the game



When building your refinery make sure you have enough credits for the task. The computer will wait for you though.

begins, the surrounding territory is completely uncharted. The purchase of a radar outpost will help but the odd exploratory survey will be needed to uncover the surrounding countryside.

When the enemy base is located, choose the most important spots and blitz 'em! Start with the construction centre and work along to the vehicle yards – this way your enemy won't be able to rebuild as you nuke him.

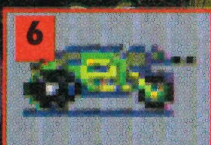
When the mission is complete, the scores are calculated and it's time for another go.

Level four is something of a shock after the first two levels. There's suddenly a very steep increase in the difficulty and you'll have to move extremely quickly (if playing as the Atreides) to set up your base and a defensive perimeter before enemy tanks come after you. Luckily, they'll

VEHICLES

You'll come across a variety of handy vehicles in the game, some more useful than others. Here are a few of them...

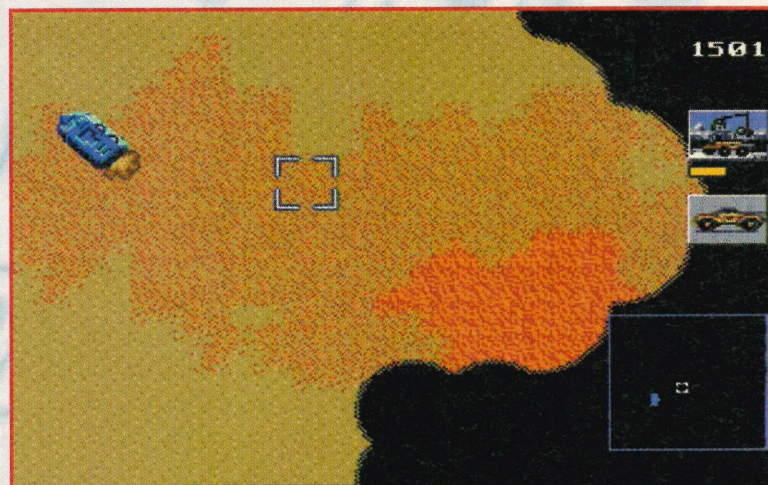
1. **HARVESTER:** Used to gather spice. You can have more than one at a time.
2. **LAUNCHER:** Available from level five onwards. Heavy armament.
3. **MCV:** Not much use apart from running over infantry squads with it.
4. **QUAD:** Very nippy buggy-type vehicle. Medium armament.
5. **TANK:** Speaks for itself! Heavy armament (and vital in later levels).
6. **TRIKE:** Lightest armed vehicle. Only good for exploratory forays.



BUILDINGS

The game is won by constructing buildings to produce the stuff you need, ranging from spice collection to vehicle manufacture. Here are a few of the ones you get to choose from:

- 1. CONCRETE:** Use as a foundation for your bigger buildings, or as paving between buildings.
- 2. OUTPOST:** Provides radar coverage of attacks from enemies and allows the construction of city walls.
- 3. REFINERY:** One of the most important. Use this to collect spice from harvesters and boost your credit score.
- 4. SILO:** Store that spice – improves efficiency.
- 5. VEHICLE:** Allows the manufacture of a variety of vehicle types – see VEHICLE box.
- 6. WIND TRAP:** The first building you construct when the game begins. Allows the construction of other buildings.



- Your harvester seeks these spice fields automatically. This provides the credits for your activities – and watch out for sandworms! They have a nasty tendency to appear and gulp your fully-laden harvesters down, meaning you have to build another.



- This provides radar coverage of enemy attacks – very handy. Also allows the building of city walls.



- I'm playing as the Harkonnens this time. Blow this sucker away – it's much easier with these guys.

Select your House



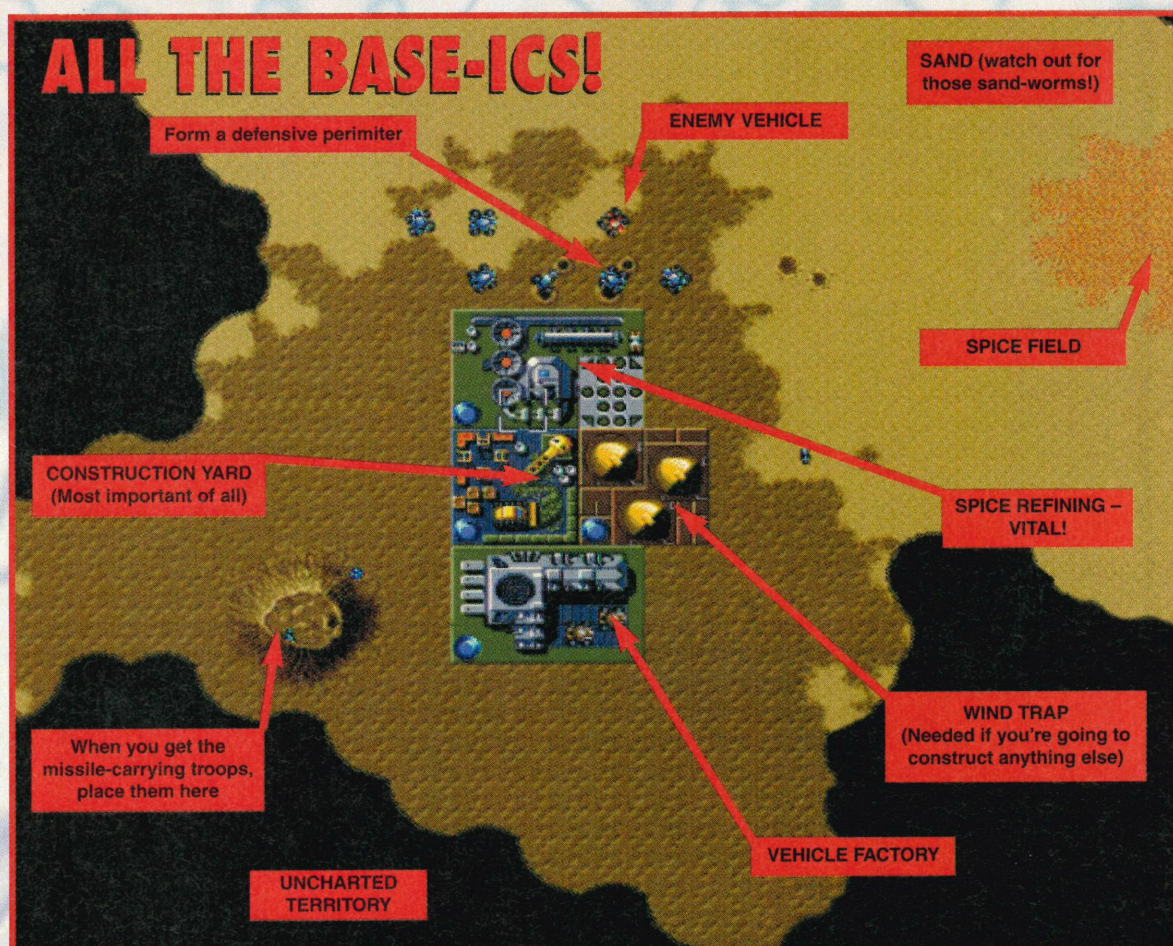
- Choose who to play as. The Atreides are good guys, the Harkonnens great fighters and the Ordos are tough terrorists.



attack the same spots most of the time so it's easy to sucker them into traps and blow them away.

But after the first three levels which can be disposed of in about an hour, the fourth can easily take three or so hours to finish. Building your base strength up so you can defend yourself takes time, but it's the mounting of continuing assaults against the enemy which takes up most of your

ALL THE BASE-ICS!



REVIEW



It's the start of level five and this is my basic set up with the construction centre in the middle. Move your vehicles first to create space for other buildings. Then place a wind trap (being careful to shield your construction centre as much as possible).

energy. Even when you know you've finally got your enemy beaten, it can still take another hour to finish him off. Worst of all, there's no save game option so if you want your level password, you're just gonna have to keep going. On the levels from three onwards, playing as the Harkonnens is a particularly good move as they're far more heavily armed than other houses.



The missile launcher comes into play only when you reach level five – but it's used against you first!



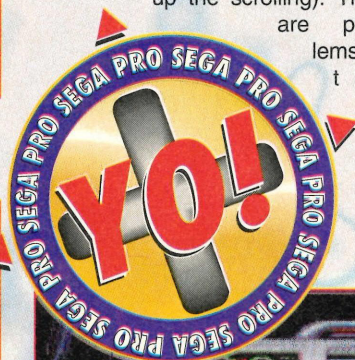
Whoops! Here I am on a quiet drive and now look what happens! Gulp! My chances against a missile carrier are about zero.



When buying stuff like the Outpost, balance your priorities carefully. Running out of credits can be fatal.

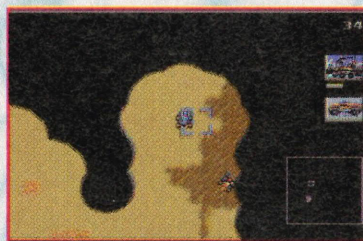
There are other hazards in the later levels, including sand worms which like nothing better than eating your trusty spice harvesters. You also get to build gun turrets and missile turrets for defending city walls, spaceports and carryalls for carrying harvesters and damaged vehicles back to base for repair.

Games like this often come with millions of controls, menus and so on. Whoever designed the control system for this game should be given a medal because everything can be done with the d-pad and the A button. (C is also used to speed up the scrolling). There are problems – the

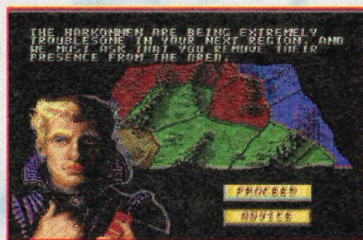


Your buildings will get damaged under enemy fire and will require repair (at a cost). So always ensure you keep an eye on your damage meter and your credit total. Damaged buildings work less efficiently which can cause problems for spice refineries etc.

PRO TIP Probably the best thing to do is set up a defensive semicircle of vehicles, and build two spice refineries and vehicle factories. That way, you'll never run short of vehicles or credits – vital when the fighting gets tough.



Send a spare vehicle on a surveying mission to find the enemy base. New territory will appear in front of you.



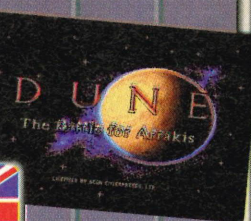
You trusty Mental Cyril offers some advice for your next mission. There is limited help available too.

computer really is a dumb player and refuses to learn from his mistakes – ie attacking heavily defended parts of your base. Once the basic gameplay has been mastered, it is hard to lose a level.

As far as an opinion about this game is concerned, there is only one thing you need to know: Buy it. It really is marvellous. I played this continuously over threedays, sacrificing a decent night's sleep to battle onwards. It's addictive, you need to think about what you're doing and the time flies by when you're playing it. At last I've found a game worth buying my own Mega Drive for!

● Nick "Danger" Merritt

MEGA DRIVE



DUNE 2
THE BATTLE FOR ARRAKIS
VIRGIN ● £44.99 ● OUT JAN
CART SIZE 16Mbit
PLAYERS..... 1
STAGES 10
SKILL LEVELS....none
FEATURESpassword
CONTACT

Virgin ☎ 081 960 2255

PROVIEW

PETE9/10
Once you catch the *Dune II* bug you'll be playing for ages!
JASE7/10
Immediately compelling but too repetitive for long term addiction.
MARK7/10
A real strategist's game with plenty to do and a lot to think about.

ACTION

STRATEGY

GRAPHICS 85%

▲ About as good as they get in a strategy game of this type.
▼ A shame that things slow down the more you have going on.

SOUND 80%

▲ Good spot effects including squelching noises, gunfire and speech.
▼ Turn the music off! It's completely useless and gets in the way.

GAMEPLAY 90%

▲ What more can I say? You'll play this for hours. Totally addictive.
▼ Levels takes a long time to finish when you know you've won.

CHALLENGE 90%

▲ Very steep increase in difficulty at the start of level five.
▲ You'll want to play and play and play until you win! win! win!

PROSCORE

90%

A superb strategic title, let down only by the unfortunate lack of a save game option and a tactically stupid computer player. But you must buy this.

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THE LOST VIKINGS



MEGA DRIVE

Sucked up by an alien space-ship and transported into another world, three Vikings are lost, well and truly mind-bogglingly lost. These Nordic fighters curse each other for a few moments then – wa-hey! – why not try and escape lads? Cautiously, off they go in search of a way outta this dump. Unknown to them their path will be long and difficult. Giant snails and other creatures will get in their way and quick wits will be required to get round them.

There's very little standing between the Vikings and glory. Or is there? Will the puzzles prove too much and the wibbly-wobbly nasties create such a ruckus that the hairy fighters run scared? Well, here's your chance to prove you're a real north-man...



Descend to the ground at a slower pace and avoid serious injury with the shield raised above your head acting as a hang-glider. Despite the big grin on Olaf's face those spikes look a bit nasty, I hope he's insured...



Remember your password after every level and jump back to where you last finished.



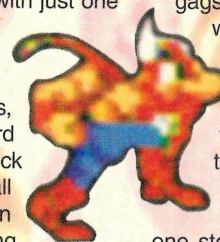
What a clever chappy you are. How would you like to lose your kneecaps?



So do we, that's what platform games are supposed to be like – full of little surprises...

To begin with I'll introduce you to the three lost Vikings: They are Olaf the Stout, Erik the Swift and Baleog the Fierce. Each of them specialises in a tactical skill: Olaf – defence, Eric – running and jumping, Baleog – combat. Escaping from the ship will only be possible by combining their expert skills so that they work as a team.

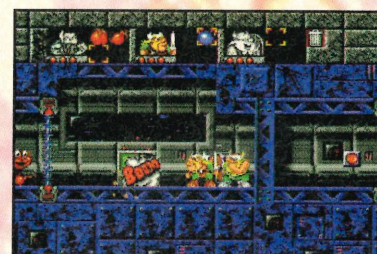
Your aim is to find the solo exit from each level, but not with just one character – all three Vikings must meet-up at the designated point. Hoards of unfriendlies, teleports, and a standard platform structure block your way, but this is not all that's standing between you and the end. Using



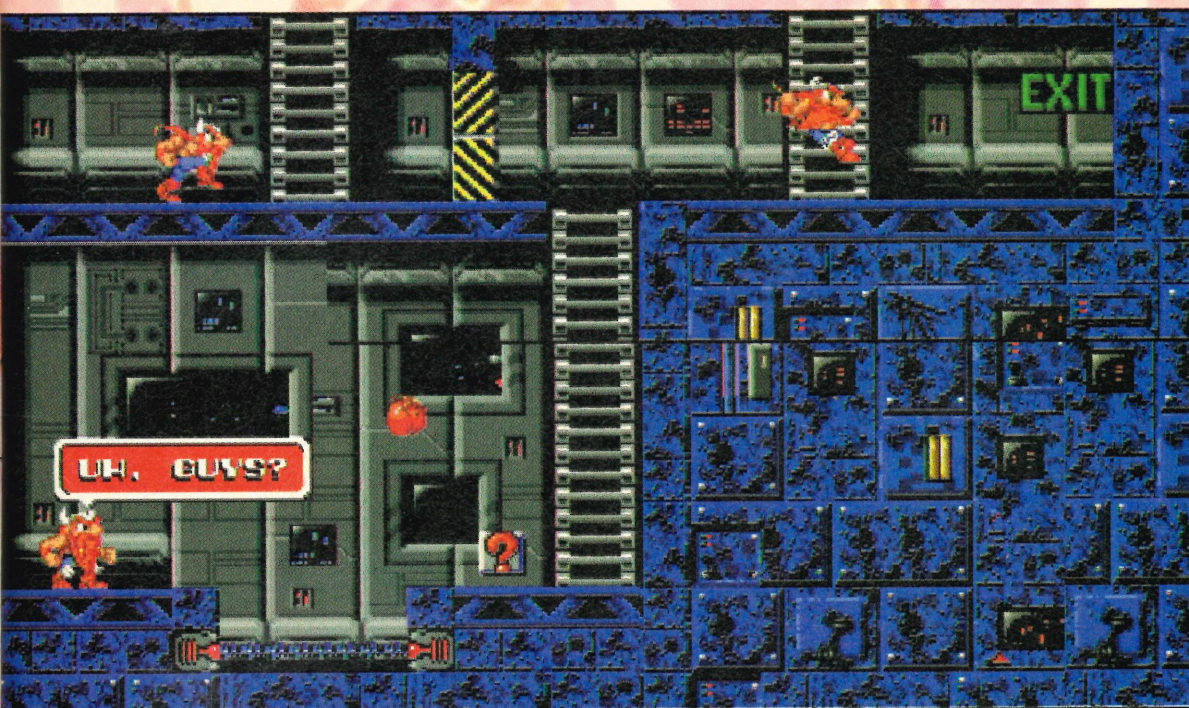
PROTIP Use the scout to go before the other Vikings to see what the situation is over the section ahead – Erik is particularly useful for hunting out keys. Swapping food to weaker Vikings will hopefully enable you to play through to the exit.



Ya mean you really wanna try again and risk losing another life? Oh well, alright then...



Destroy the computer and total mayhem breaks out as the Vikings race for the exit.



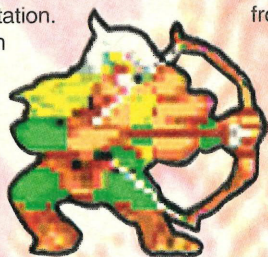
Here's Erik. He'll have to jump over that blue bar of electricity at the bottom and rocket up to reach the exit (top right). But, of course, he can't really go without his mates, Olaf and Baleog, who are patiently waiting elsewhere. Erik is most useful for the more 'platformy' parts of a level whilst the other two are combat experts. He's in such a hurry he's forgotten his lunch – that red apple floating in mid-air!

to scout around the platforms ahead or until he's attacked by various nasties. Collect the relevant key and leave him in a safe position before you recruit Olaf as protection. Finally, Baleog comes into play and unleashes a flurry of arrows. The path is now clear and your quest continues.

Fortunately, the graphics are exceptional and only the weak-willed are likely to lose their heads. Clever animation adding charisma and humour to the graphics gives *Vikings* an edge over *Lemmings* etc. Though plain, the backgrounds and foregrounds add to the overall presentation.

This, combined with a number of superb background tunes and spot FX, makes for a thoroughly enjoyable game.

Having praised *The Lost Vikings*



to no end there are one or two points that must be brought to the surface. Two-player modes are supposed to add to the game so you and a friend can sit for hours on end battling away into the night. Here, though, arguments are sure to start – as one person takes control of two characters and the other feels unimportant. Additionally, lose one of the Vikings and you must kill the remaining two and start again; a real waste of time.

The Lost Vikings is seriously intense and keeps you coming back for more, but it doesn't crack the fine line of excellence. A few diversions from the standard side-on playing area and a little more thought on the two-player option could have made it undeniably superb. If you enjoyed *Lemmings* or *Fantastic Dizzy* this game could well take you to further puzzling delights.

● Jason "it's a raid" Johnson



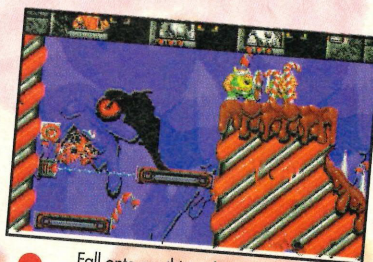
Olaf holds one of the green slimey monsters at bay with his trusty shield. If you are intent on progressing through the game, shoot the switches to collect those bombs (middle right) and then blow up anything that stands in your way!



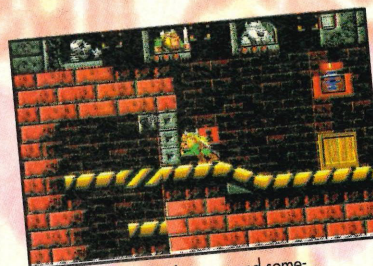
You must be joking! I'm gonna bite your head off and kick it around like a football. Grrr!



Come on lads aren't you taking this macho thing a bit too far.

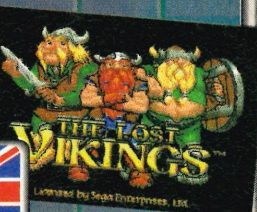


Fall onto anything electric and the Viking dies instantly. Shocking



I'm big, bad, strong and sometimes incredibly thick!

MEGA
DRIVE



THE LOST VIKINGS

VIRGIN ● ETBA ● OUT FEB

CART SIZE8Mbit
PLAYERS.....2
STAGES39
SKILL LEVELS.....1
FEATURESpasswords
CONTACT

Virgin ☎ 081 960 2255

PROVIEW

PETE.....8/10
Enjoyable and inventive but two-player mode disappoints.
MARK.....7/10
The interchange between characters enhances its appeal.
COLIN.....8/10
A tactical game improved by the Vikings' amusing personalities.

ACTION

STRATEGY

GRAPHICS

88%

▲ Great graphics through and through with superb colouring and bizarre humour.
▼ As you're progressing towards the later levels there's not an outstanding amount of difference.

SOUND

86%

▲ Brilliant background music accompanies you, cleverly adding to the atmosphere.
▼ A few outrageous verbal exclamations from the Vikings would have been better.

GAMEPLAY

80%

▲ Co-operation between the three Vikings is very clever and well implemented.
▼ Control in the two-player mode is far from adequate and spoils the game.

CHALLENGE

90%

▲ Increasingly difficult especially after the middle section which is relatively plain-sailing.
▼ Not as many levels as *Lemmings* so game life could be a bit more limited.

PROSCORE

87%

Anarchic action and crazy puzzling. This is a huge adventure whose clever learning curve makes it suitable for experts and beginners alike.

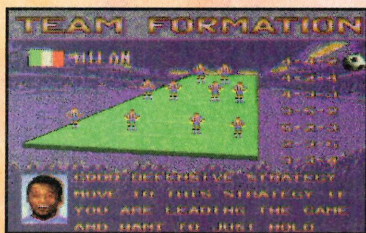
REVIEW

Pelé is a legend in world football. People say he was the superstar of five continents – the greatest football player of all time. In 1980 he was awarded the title: sportsman of the century. He played 111 games for Brazil and found the back of the net an astonishing 97 times. His overall goal scoring record as a professional is quite incredible. Of the 1,365 games he played, he scored no fewer than 1,282 goals.

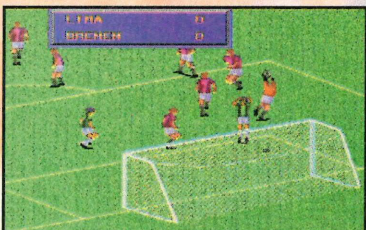
The Bicycle kick was Pelé's favourite move. He pulled it off so well that you could guarantee every match he played in would be a real spectacle. Now the great man's name has been used to promote Accolade's new football release. Does *Pelé*, the football game, exhibit the same perfection that the great man himself often displayed?



A great save by the keeper. I think this one deserves an action replay since the match has been rather dull.



Here you can pick what formation you want your team to take, deciding how you will attack and defend.



The Bremen forward holds his head in despair as yet another attack breaks down. Can Lima hold on?



The kit design is one of the best options of its kind in comparison to other footy games. The kits are detailed and well painted. This is a very original option and one thought up by the great man himself – fashionable bloke!



Here's a great static screen of a team photograph. Introduction screens such as this help bring out the true international theme of a world tournament.

The international map gets your geography corrected. You can see where all the world's top domestic clubs are by use of maps and flags.



PRO TIP Try and confuse the goalie to give yourself more of a scoring chance. Get the ball crossed in from the wings so the he'll leave you with an almost open goal.

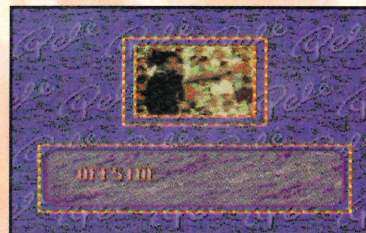


design the game) is emphasised to the video games player.

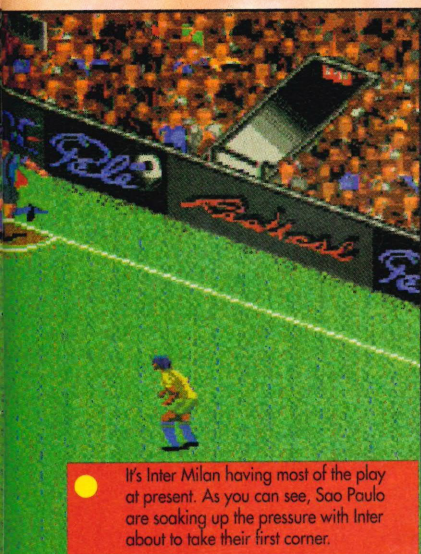
The 30-35 degree pitch perspective used in *Pelé* is similar to *FIFA International Soccer* and it's supposed to give the player a view much like the one seen on a TV match. Players themselves have been digitised so bicycle kicks, dives and sliding tackles look as realistic as possible – and this looks good on the pitch when you are watching, not playing.

When you start to move your players about be prepared for the awkward control. You'd think practice would make perfection, but even after an hour of playing this you'll find the jerky sprite control a pain to get to grips with. The sprites seem to have a mind of their own. It's all more of a mud-wrestling contest rather than a game of footy.

The animation is fairly impressive at times – especially when the keeper makes a save or an attacker goes for the bicycle kick. It's the slow responses that make the playability so disappointing. Latching onto a



At every free-kick or off side this screen appears with film footage of the ref. Sadly this breaks-up play.



It's Inter Milan having most of the play at present. As you can see, Sao Paulo are soaking up the pressure with Inter about to take their first corner.

long pass can be very tricky and directing a shot can be a struggle even when you are not under any pressure from the opposition.

If you are someone who loves to build up a good passing game (like myself) then don't expect to get a lot of joy here. Short crisp interchange passing between players (so easy to pull off in *Sensible Soccer*) just doesn't work. If there's no freedom to pass or be creative and create chances by splitting the defence then what can this simulation offer?

An added frustration is the interruption of play by the video footage of the referee whenever there's a free-kick or an offside (which is a very frequent occurrence). Why switch from the pitch view to a separate screen? Not only does this break up the pace of the match – when you are eager to get on with it – but it's also a set option that you can't switch off!

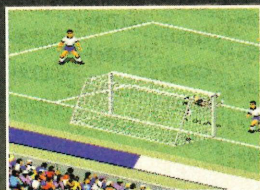
The overall atmosphere is enhanced by a loud roar from the crowd when you score, otherwise the rest of the chanting sounds rough and could have been improved. *Pelé* has potential, if only the sprites were more fluid in movement and the overall gameplay more realistic.

● Mark "net-breaker" Hill



TWO'S COMPANY, THREE'S A CROWD

FIFA INTERNATIONAL SOCCER



FIFA International Soccer out-classes *Pelé* simply because it's more realistic as a simulation. Sprites move a lot better and are gifted with smoother, more concise animation. Passing is too arcade-oriented at times with *FIFA* as long shots and passes are common, but, *FIFA* has an atmosphere unmatched by any other

footy release. The crowd chants sound clearer and the cheering gets louder as a team pushes towards goal or strikes a near miss.

The pitch perspective is very comfortable to view, the ball zips around a lot better in comparison and players are not so slow to watch. Scoring is also more frequent and there are plenty of options that allow you to change the frequency of free-kicks, decide on having off-sides on or off, and even select a simulation mode – clever in the fact that when a team scores, confidence improves and passing becomes noticeably easier for the winning side!

SENSIBLE SOCCER

Sensible Soccer is completely different from *FIFA* and *Pelé*. The overhead view, although unoriginal, is perfect for this kind of style. Quick



one-touch passing is

easy to pull off and even though the sprites are small, they stand out well with simple, effective animation.

Sensible Soccer is a perfect example of how a game need not be too complex to be addictive (the cart size is only 4Mbit). Two-player games are a lot of fun as one team tries to out-play the opponent with defence-splitting passes, crucial interceptions and zig-zagging runs that can end with clever curling balls past the keeper. It's these bits and pieces; curling and

placing the ball that makes both *FIFA* and *Sensi* so special. Sadly, it's this vital element of gameplay that *Pelé* lacks, relegating it the third division of football titles.

MEGA
DRIVE



PELE

ACCOLADE ● £39.99 ● OUT NOW
CART SIZE8Mbit
PLAYERS.....2
STAGESn/a
SKILL LEVELS.....1
FEATURES .battery save
CONTACT

Accolade © (081) 877 0880

PROVIEW

COLIN7/10
Nice looking but your players have a mind of their own.
PETE4/10
The controls are terrible! Shame *Pelé* put his name to it.
JASE6/10
I'd rather have a game of *Tecmo World Cup '93*.

ACTION

STRATEGY

GRAPHICS 84%

▲ The static introduction screens are very impressively drawn and presented.
▼ Sprites are bogged down by some jerky movements when they are running.

SOUND 75%

▲ When you score a goal you'll hear a loud roar from the crowd that sounds very realistic.
▼ Other crowd chants sound rough – especially when the goalie takes a goal kick.

GAMEPLAY 72%

▲ The large goal nets leave you plenty of room to try some clever curling strikes.
▼ Passing just isn't as crisp and smooth as other footy releases on the market today.

CHALLENGE 73%

▲ As scoring is difficult, winning by a large margin is a challenge in itself.
▼ There is a poor incentive to win matches when playability is fairly poor.

PROSCORE

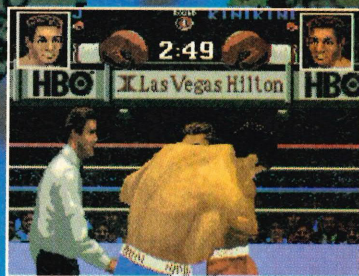
73%

A very mediocre football game that fails to deliver the smooth passing techniques and speed that a football fan likes to see in a console simulation.

REVIEW

"Go on mate, make him wish he'd never stepped into the ring!" shouts an anxious bystander with his betting slip. "Ave 'im mate!" echoes around the stadium. A fight breaks out between intoxicated rival supporters, unaware of the action inside the ring. This is, some would say, the essence of boxing. If you make it you'll never go short again but the legends are guys who've fought with the best of the best and won.

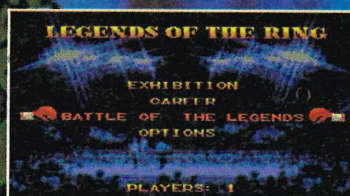
Before *Boxing Legends of the Ring* came along Virgin's *Muhammad Ali's Boxing*, a tribute and an impressive game hit a rating of 82% in *SegaPro* issue #21. Now, an influx of fighting games is sweeping the market. Could this be a contender as the most realistic boxing sim yet?



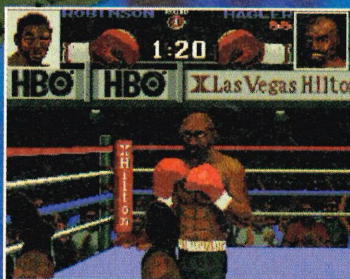
Look lads, this is no time to be hugging and making peace. Go out there and slap each other!

You can choose to enter the ring in an exhibition match, start a career, or battle it out with the legends – all against a human opponent or the CPU. An impressive five skill levels for added challenge and toggleable player perspective add to your control over fights that can last for as long as 12 punishing rounds.

A training system would have been better, but you are awarded with added energy after a fight. A power punch – that can be used at any time – is randomly awarded and if this connects expect your opponent to lose a



Choose to fight in a tournament or exhibition match against the CPU or a human opponent.



What do you think this is, Kick Boxing? Robinson lets a punch go to his head – ouch!

considerable amount of energy. Indicating a fighter's power is a face icon that looks bruised and battered the weaker a fighter becomes.

Possibly the game's best attribute is the graphics. Each of the bulky, recognisable fighters and their smooth movements are excellent. The perspective works equally well and polishes everything with an appealing look. A neat player select screen with icons for literally everything you could wish for is solidly presented and well incorporated into the game.

As with motor racing simulations one of the hardest areas to excel at is the sound FX. Racing games whine on with high-pitched engines and boxing sims tend to drone on punch after punch. Despite a valiant attempt at livening up the proceedings with stirring into music, the punches,

etc. are extremely repetitive. This is one area that boxing games really do need to improve in.

This is a realistic boxing game with close representation of the fighters, but it doesn't provide the same excitement as *Muhammad Ali's Boxing*. Because of this it will probably lose its appeal far too quickly and be discarded along with other 'average' boxing games.

● Jason "knuckles" Johnson

PRO TIP If you're using an arcade stick in a two player fight be careful; your opponent may be cheating! Mega Power's Phil King, master cheat, advises you to "watch where your opponents move and attack them in the opposite direction."

BOXING LEGENDS OF THE RING



Did I forget to mention there's quite a large amount of blood flying around the ring (not sweat as in *Mortal Kombat*). I suppose there might be an argument about the violence but what do you expect from a boxing game?



BOXING LEGENDS OF THE RING

ELECTROBRAIN ● £49.99 ● OUT NOW
CART SIZE8Mbit
PLAYERS.....2
STAGES8
SKILL LEVELS.....5
FEATURESpassword
CONTACT
Video Games Box ● (0425)616705

PROVIEW

NICK.....6/10
Not a thumping bad title but I found the switching viewpoint annoying.
PETE.....7/10
Lots of blood 'n' guts but does become rather repetitive.
COLIN.....6/10
Being quite a boxing fan I found this a bit of a let down.

ACTION

STRATEGY

GRAPHICS 82%

▲ The character of the boxing legends comes across with accurate facial expressions.
▼ The way the sprites move around the ring doesn't look like proper footwork.

SOUND 76%

▲ The background music is well suited to a boxing game, but that's it.
▼ Shouting, chanting and louder cheering as the fight draws to a close would have been good.

GAMEPLAY 75%

▲ Realistic control with uppercuts, hooks and a special power punch.
▼ Eventually repetitive and uninteresting to anyone but real boxing fans.

CHALLENGE 81%

▲ Very difficult on the higher levels leading to endless bouts of tough action.
▼ Added options such as training would have been a vast improvement.

PROSCORE 78%

Impressive; big sprites and realistic gameplay but one thing it lacks is glamour – and you can't have a boxing game without a slug of razzmatazz.

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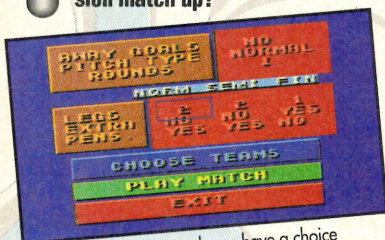
Info Media Services Ltd, PO Box 28, Northampton NN1 5DS.

ParagonFeb

Sensible SOCCER

San Marino shocked the world when they scored against England after only ten seconds. England replied with seven but it was not enough even if the Dutch hadn't blown Poland away that same night. We failed to make the next world cup, but the drama of the qualifying competition was incredibly tense to say the least.

FIFA International Soccer is surely the best football release at capturing this kind of 'in yer face' drama. Now, *Sensible Soccer* has been released on the MD; many tip it as a worthy challenger to EA's hot title. In a less competitive field can the MS version match up?

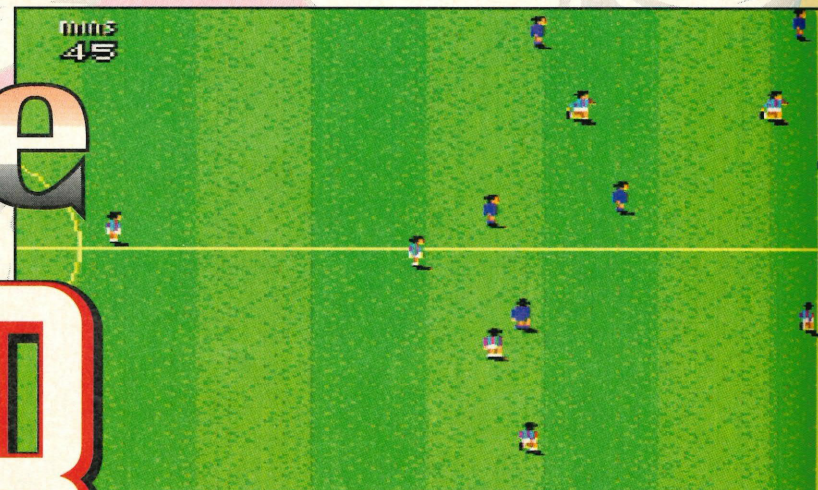


With every match you have a choice of playing over one or two legs, including extra time or even penalties.

If the introduction is anything to go by – it can. Flicking through the options screens there is a vast array of competitions you can enter at under-18 or professional level. The cup competitions are mainly European; the UEFA Cup and the European Cup Winner's Cup. These can be played over two legs if you wish to be continental and for added excitement and tension you can choose to play extra time or replays. If penalties are not too much of a lottery for you then matches can be decided by the dreaded shoot-outs.

After the players have lined-up for an anthem we never hear and the whistle blows for the start of the game the size and movement of the tiny sprites is instantly recognisable from the MD version. Players move smoothly allowing you to build up pass after pass.

This is the great thing about *Sensible Soccer*. Sprites are simple, the pitch is very simply drawn but the action is incredibly smooth and fast. The ball zips across the turf beautifully – the key to success being in



As the whistle blows for half-time the players run towards the tunnel for a cup of tea and an ear-bashing from their manager. The sprites move beautifully on the MS.



With the score goalless after five minutes the Germans take their first corner kick and start to pile on the pressure...

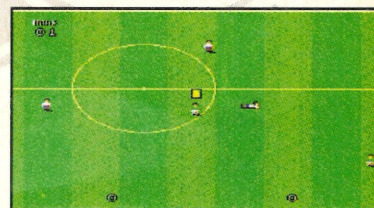
your ability to latch onto the crosses and dive to get that crucial touch into the corner of the net.

Players themselves are animated to some extent, like the goalie diving along his goal line to push away curling shots. When it comes down to a good hard tackle, the sprites really put their boot in first (ouch!) – often resulting in a free-kick or a warning yellow card. If you are brought down near the goal then the free-kick is the perfect opportunity to make use of your aftertouch technique – curling it around the wall and then hoping the goalie's dive is too hasty!

The sounds are minimal although the all-important instant roar will ring around the ground when that goal finally arrives or a player is booked. There is a hooter as well (although this is weak with only a dull series of bleeps that are heard just now and then).

The only real problem with *Sensible Soccer* is the player selection and limited kick strengths during play. If you're chasing the ball then life can be tough. You'll need to let the nearest player make contact before taking control and floating a long ball up field.

PRO TIP Put the goalie under pressure by running down the wings and crossing the ball into the danger zone. This can confuse the defence and leave you room to angle the ball into the corner of the net.



Watch your tackles! It's very easy to get booked for an innocent challenge. Be careful of yellow cards.

Kicking is restricted. You can only ever boot the ball in the air or pass it along the ground with the same strength and distance. This causes the ball to frequently run out of play unless you manage to keep the passes away from the perimeter of the pitch.

Compared with the likes of *Kick Off* and *Ultimate Soccer*, this is the most playable MS footy release to date. The sprites are perfectly in pro-



With every match you have a choice of playing over one or two legs, the inclusion of extra time or even a penalty shoot-out.

The pitch, as you can see, is very simple yet it uses a soft contrast of light and green stripes that make both player and ball stand out well. The only addition to the white lines and goal nets is the sub's bench - which you can view whenever the ball is out of play.



As you'd expect in any international match, the players line-up ready to play for pride as they represent their country. But with limited space for sound you won't hear any national anthems sung!

portion to the pitch size giving players the chance to really build up a passing style with the satisfaction and incentive to go on scoring. The cart may only be 2Mbit but the simple playing format works to maximum effect here.

● Mark "sharp-shooter" Hill



Aston prepare to take a free-kick in a very dangerous position. Hoe about a curler into the top right?



Before kick-off you must choose a formation. This will play an important part in your attacking and defensive strategies.

MASTER SYSTEM



SENSIBLE SOCCER

SONY ● £29.99 ● OUT NOW

CART SIZE2Mbit
PLAYERS.....2
STAGESn/a
SKILL LEVELS.....2
FEATURESnone
CONTACT

Sony © (071) 734 5151

PROVIEW

NICK.....8/10
 It's been well-done for the Master System. 88%'s a bit high though.
 JASE.....8/10
 More playable than *Super Kick-Off* but not perfect.
 PETE.....6/10
 Small sprites and no player toggling. Not that impressed.

ACTION

STRATEGY

GRAPHICS

84%

▲ The player sprites are in perfect proportion to the overall pitch size.
 ▼ It would have been nice to have seen more static screens for the competitions.

SOUND

80%

▲ A satisfying roar from the crowd is heard every time the ball hits the net.
 ▼ The pitch atmosphere is let down by the limited number of sound effects.

GAMEPLAY

89%

▲ You really can pass the ball around with style and build on your game here.
 ▲ The inclusion of after-touch, free kicks, bookings and penalties is important.

CHALLENGE

86%

▲ With two players matches can become very competitive
 ▼ Matches can last either three, five or seven minutes - that's all!

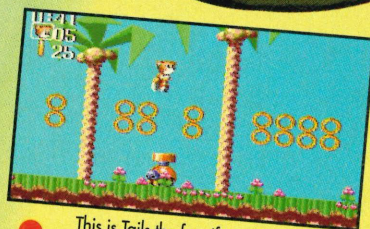
PROSCORE

88%

A very playable game of football that is simple yet effective. Patterns of play will change depending on who and how you play - it's great!

Moebius, once again, is experiencing a shift in time. Robotnik has captured the emeralds and moved the universe into a new dimension. It's now up to Sonic to find all six of the jewels that are scattered about the planet in an attempt to defeat his age-old adversary

Tails – a fox with a tail that acts as a rotor blade so that he can fly – is the only one to help Sonic in his mission to avert disaster. Everyone on Moebius is counting on these two to save their world from falling into chaos. As usual Robotnik's nuts and bolts are due a scattering and it's up to the blue streak to lead the way again.



This is Tails the fox. If you choose to play him you can fly, and start with five lives instead of three.

PRO TIP Go over the flat bridges at top speed without hesitating, otherwise you'll fall as often there's no platform below – so be careful out there!



Bash the walls to find hidden passages, extra lives, invincibility icons and much more!

SONIC CHAOS

Rather than playing as a pinball game (like Sonic's third adventure on the MD), *Sonic Chaos* sticks to its guns and keeps that familiar platform structure with six levels and three zones in each. The storyline hasn't changed much as Sonic must still find the six emeralds stashed away in bonus stages if he is to defeat Robotnik and finish the game.

It's good to see Sonic's friend Tails appearing as an alternative character. His advantage over Sonic is all in his tail as he uses it to fly. It's great for getting to high places but the game action slows down whenever it's in use.

Although the two can't race around together it adds variety to have the choice of two characters to play with. The sprites (including enemies) look great on the crystal screen, and their movement is incredibly smooth. Backgrounds don't suffer either, with soft pastel colours that blend light into shadow effortlessly.

Gameplay is not really very different although Sonic can now put on rocket shoes just to show off the new icon available – there are also some new twisty slides and bridges that are fun to try out.

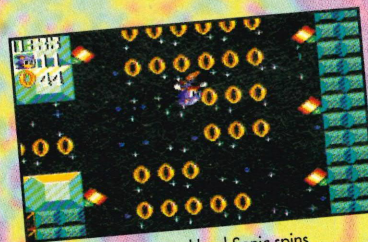


Here on the Bonus level you'll need to get plenty of rings and the emerald.

I found the sad thing about this game were the empty screens. When I say empty I mean spriteless – making me wonder why there are so few enemies.

I was disappointed that such a fast and graphically impressive game was so easy to complete. I found I rarely needed any skilful attacks and with extra lives so easy to get, the whole game quickly lost its appeal. If you hire this for a night you'll enjoy it, but I think you'd be silly to actually buy *Sonic Chaos*.

Mark "chaotic" Hill



On the second level Sonic spins through the skies against a city background that's full of rings.



GAME GEAR



SONIC CHAOS

SONIC CHAOS

SEGA ● £27.99 ● OUT NOW

CART SIZE2Mbit

PLAYERS.....1

STAGES18

SKILL LEVELS.....2

FEATUREScontinues

CONTACT

VGC (0202) 527314

PROVIEW

NICK6/10
I'm not a Sonic fan anyway, but this is nothing new even for Sonic.

PETE7/10
Stylish graphics for the GG but that same old gameplay.

JASE8/10
More of the same, but still a Sonic game you'll just have to buy.

ACTION

STRATEGY

GRAPHICS

97%

▲ Outstanding sprites that look as good on screen here as they do on the MD.

▲ Smooth scrolling backgrounds and fine colours round up a perfect Sonic scenario.

SOUND

90%

▲ The screaming Sonic spin and chiming rings are examples of the good sound FX.

▲ The music is easy to listen to and goes with the style and pace of the gameplay.

GAMEPLAY

79%

▲ The smooth scrolling and high speeds make this one of the fastest GG titles around.

▼ You barely ever need to engage in skilful attacks on the enemies.

CHALLENGE

61%

▲ You'll need to get busy collecting rings as all six emeralds must be found to finish.

▼ Don't be surprised to finish this in a day – no threatening enemies makes this simple.

PROSCORE

72%

The superb graphics – some of the best ever seen on the GG – are overshadowed by the simplicity of the challenge. There are just too few enemies.

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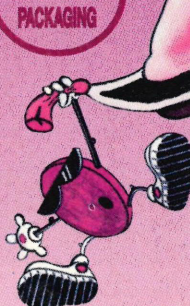
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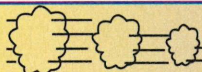
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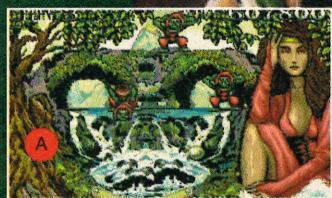
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When a group of adventurers arrived at the village they became suspicious of the various evil goings-on. Darzel, the dragon's slave, captured these travellers in massive crystal globes. Rina, Kragor and Flaeva were powerless under her evil curse. Only the powers of the Mystic Steel Ball could save them now. Darzel awaits you in the coils of the dragon...

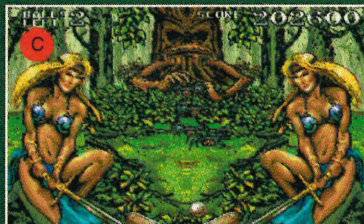
PRO TIP Smash the lowest padlock near the base of the pinball table so a small wheel will appear between the two flipper heads. Now there is less chance you'll fall through the gap and lose a life (When you do lose a life you'll need to break the padlock again).

The idea of playing pinball on a console machine rather than in a cafe seems a little dull unless the particular game offers something a bit special. *Virtual Pinball* and *Sonic Pinball* were two recent titles that were good, but that's all. Receiving mediocre scores they failed to offer something out of the ordinary.

Dragon's Revenge is a refreshing change from previous pinball titles. Instead of just bashing gates, flicking switches and crashing against the bumpers you must also defeat waves of enemy sprites that freely roam around the table. In a sense, this is a kind of shoot-'em-up game that has been incorporated into the basic pinball structure.



When you start to play *Dragon's Revenge* you'll notice that there is only one main table used for the whole game. Initially this is disappointing when you'd imagine a game of this kind would include more tables with different backgrounds, sprites and different features. However, on closer inspection the ideas behind this release keep faith with pinball tradition. If you think about it, real pinball uses only one table – so Tengen have gone for just the one with added features to enhance playability and challenge. They've designed eight separate sub-levels that you can access from the main table – which is where the shoot-'em-up bit comes in. The main board is made up of three vertically scrolling fields: upper, middle and lower. Using the flippers to



On this sub-level spiders attack in force. Bash them, then the tree man and finally shatter the glass sphere.



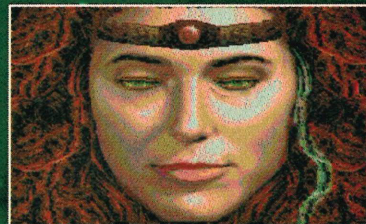
Since bashing the padlock to pieces you have activated the safety wheel that'll prevent your ball dropping between your two base flippers.



After bashing Darzel she's come out of her royal box to give some abuse and expose herself to further attack!

manipulate your ball, the idea is to clear a wave of enemy sprites in a field so you'll be able to access a sub-level. When the sprites are cleared the sub-level gates will open so that you can rescue a character trapped in a glass shell, then proceed to another sub-level.

Graphically, the whole game is very impressive. Sub-level screens are graced with artistic images of statues, guardians and background landscapes. The scaling ball technique is superb and really puts that tilted 3-D table into perspective. On the main table graphics are not of such quality, although they still enhance the fantasy theme. Gameplay is addictive right from the start as there is a real incentive to reach the sub-levels. The first three



This presentation screen showing Darzel, the main character, is superb and sets the standards for later levels.

IS GE



are fairly easy to complete, only the later ones provide more of a challenge as the enemies you'll need to kill tend to take more hits to destroy, and there are more of them!

The only real disappointment with this is the variety. The main table is by no means huge, and as it is there's just the one. Once a player has completed all the different sub-levels, the only thing left to go for is a higher score.

Firstly, the sheer speed of this release will appeal. Secondly, you'll find this a very skillful game of flipper as manipulating the ball will take you quite a time to master. Dramatic sounds and quality music add to the atmosphere and the sampled speech rounds off a great series of audio contributions. If you like pinball then buy this as it's the most frustrating yet addictive release you are ever likely to play!

● Mark "flipped" Hill

● This is a complete picture of the main pinball table. As you can see there are in fact three separate fields, and for each field, a sub-level. The enemies need to be cleared in a field before a sub-level gate will open. When the blue arrow lights up you'll know the gate is open.



● This sub-level can be tricky and deceptive. Hit the Pterodactyls as they flap down towards you – watch for what emerges from the door! Maximum concentration is needed to prevent your steel balls from dropping out of play.

**MEGA
DRIVE**



DRAGON'S REVENGE

Tengen ● £39.99 ● OUT NOW
CART SIZE8Mbit
PLAYERS.....2
STAGES8
SKILL LEVELS.....1
FEATURES.....password
CONTACT
 Tengen ☎ (0604) 790785

PROVIEW

PETE8/10
 Be warned. This is a very, very addictive game. Bit infuriating though!
 JASE8/10
 A star performer pinball game – expect to be playing this over and over again.
 COLIN10/10
 I fell in love with this game and have to give it top marks, fantastic.

ACTION

STRATEGY

GRAPHICS 90%

▲ The backdrops during sub-levels look like paintings with amazing colour and detail.
 ▲ The ball scaling effects on the sub-levels is a very special touch to the pinball theme.

SOUND 88%

▲ When the ball scorches around the pinball table the sound effects go wild!
 ▲ The sampled speech works very well in a game that's fast and furious!

GAMEPLAY 86%

▲ The action is so intense and involved you'll be hooked right from the start.
 ▼ Sadly, there is only one main pinball table – if we exclude the sub-games.

CHALLENGE 84%

▲ Completing all eight sub-levels will take you quite a while – patience is a virtue!
 ▼ When the game is completed the only challenge left is to beat your highest score.

PROSCORE
87%

A great pinball game that's original, very challenging and instantly addictive. Only one main table but this is still the most skillful flipper release yet.

REVIEW

Hook

Peter Pan – the eternal kid – has proved to be very popular with children across the globe. But the move from fairy-tale to videogame is not always easy. Blessed with eternal youth he may be, but a few grey hairs are appearing now that Captain Hook has captured his friends.

Pan can jump, fly and wield a sword but whether this will help him in his quest to find Hook remains up to you. You'll have to guide him between the tree-tops to where the folk of Neverland are held, before being put to work as galley-slaves on the pirate ship. He's the only one who can foil the dreaded Captain's plans, will he succeed?

This Gear version of *Hook* is undoubtedly very similar to its MD counter-part although the limitations of an inferior machine do cause a few dodgy sprite movements when Pan meets his adversaries. Sprites tend to attack in repetitive patterns and fail to impress when we compare this with titles like *Cool Spot* and *Dracula*. If these could be improved the gameplay would be significantly better.

The colour and detail is fairly smooth with backdrops being particularly impressive (especially on the tiny crystal screen). Controlling

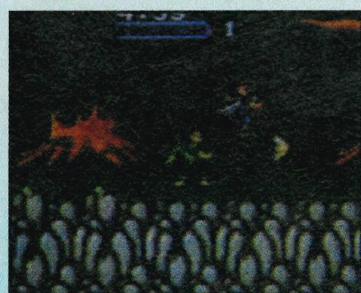
our hero takes time – *Hook* can be frustrating to play as getting Pan to where you want him is difficult. Enemies tend to be tricky, catching you when you think they are easy prey. Pan's sword (when used with correct timing) is usually effective although a handy power-up is available to give PP greater fire power so that his future rendez-vous' need not be so close.

The layout of each level is very much in a platform style. Each level differs slightly, but not with a wealth of new ideas and changing game formats. This causes *Hook* to settle into a standard platform category; in other words the same as older titles with similar plots and more straight-forward objectives.

Getting Pan to fly gives the game a little more appeal – and it gives Pan a bit more character – but at the end of the day you'll feel this is not quite as eternal as the famous Never-Never boy himself.

● Mark "Hooked" Hill

PRO TIP Go easy on your flying power as one icon will not last long. Only fly when you really need to so you can save what's left for tricky situations further on in the game.



● In the dark woods Peter Pan meets one of the pirates patrolling an area scattered with tree-stumps.



● Peter Pan is able to fly when he's found the magic. Use this to reach high places and find bonuses.



HOOK

SONY ● £27.99 ● OUT NOW

CART SIZE2Mbit
PLAYERS.....1
STAGES10
SKILL LEVELS.....1
FEATUREScontinues
CONTACT

Sony (071) 734 5151

PROVIEW

PETE.....5/10
Small and flickery. There are much better platformers to play on the GG.
JASE.....5/10
One of the poorest platform games this year for the handheld.
NICK.....6/10
Works okay, but unfortunately lacks any inspiration.

ACTION

STRATEGY

GRAPHICS 80%

▲ There is plenty of colour and detail in the backdrops throughout all ten levels.
▼ Sprites tend to be a little dull with weak animation and a lack of aggression.

SOUND 74%

▲ The emotional music that plays in the background is suited to the Peter Pan image.
▼ Sound effects are disappointing and could have been improved quite significantly.

GAMEPLAY 70%

▲ Peter Pan is an easy game to get into and, initially, fairly enjoyable to play.
▼ Many of the ideas have been seen before making much of the play very predictable.

CHALLENGE 65%

▲ There are ten levels to get through before declaring victory over Hook.
▼ As ideas are rather dry and old it's unlikely you'll find long-term interest here.

PROSCORE

68%

As on the MD *Hook* is a disappointing version of the famous children's stories. Although this is easy to get into ideas are just too dated.

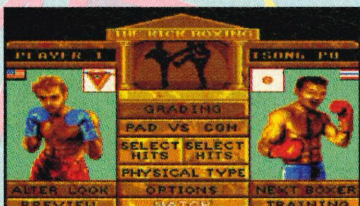
REVIEW

The kick boxing championship is underway as the world's greatest fighters emerge for an international contest. The Lord, Chan Lee, Gold Man, Filmrick, Helmutt and the mighty Cognear are just some of the ruthless opponents you will meet.

You start as the weakest fighter with a lot of potential but not a lot of bottle. In order to win the cups and trophies you'll have to use the training room to sharpen reactions and build muscles. Then you must string together wins so that your ranking status improves. Have you got the power and agility required to make the top ten? If you have, then expect an invitation to fight the Bear in his secret cave where your fighting skills will be finally tested!



● A roundhouse kick with maximum strength sends Tsong Po to the floor in style. - will he recover?



● Select a fighter of similar rank. When you improve you get a crack at the KB champions!



● In the training room you can improve your strength, resilience and flexibility ratings.



● There are many trophies and cups to win. Each represents a rank status so your aim is to get the best for your Trophy cabinet.

PRO TIP Remember that you can build up your strength, resilience and reflex abilities by winning fights as well as training frequently. Fight a series of opponents with similar ranks to ensure you'll win before taking on the tougher guys.

In this import from Japan your aim is to beat higher ranked players so that you eventually become the best kick boxer of the lot. With a password facility and many tough fighters to knock-out, initially, the challenge looks worthwhile.

You are rated on resilience, strength and reflexes. In the unique training room these ratings can be improved, then tested on harder opponents. You'll find moves are limited although this game will have you grappling with the buttons until the blisters start to appear.

The ringside atmosphere is enhanced by flashlights and a lively crowd combined with high roars

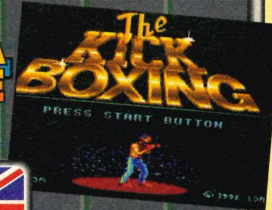
and bone-crunching sound effects. Gameplay is furious although moves are fairly limited. If the sprites were a little more responsive - with more convincing punches and kicks - this could have been good. As it is, after fighting a few opponents, the action becomes repetitive. You notice too that the higher-ranked players don't really fight any better, they just do you more damage with each punch.

Your invitation to fight in an underground cave against the Bear is your reward for beating a number of higher-ranked opponents. This, along with the task of making the top-ten and winning a vast range of medals initially provides a huge incentive to fight on. Only the lack of style and movement pulls down the potentially sound gameplay.

What could have been a good beat-'em-up proves ultimately too samey to keep your interest. A mediocre release that's challenging but certainly not everlasting.

● Mark "boxing-dever" Hill

MEGA DRIVE



THE KICK BOXING

IMPORT ● £27.95 ● OUT NOW
CART SIZE8Mbit
PLAYERS.....2
STAGESn/a
SKILL LEVELS.....1
FEATURESpassword
CONTACT
 Dream Machines ©(0429)869459

PROVIEW

NICK.....7/10
 Not bad of its kind, but you'll find other titles pack more of a punch.
 PETE.....6/10
 Okay. I found the controls too frustrating and moves limited.
 JASE.....7/10
 Makes a change from SFII clones, still, it's not that great.

ACTION

STRATEGY

GRAPHICS 83%

▲ The arena backgrounds are superbly drawn with smart lighting effects.
 ▼ The different boxers all look the same inside the ring which is weak.

SOUND 85%

▲ Following a knockout the ref's countdown speech sample is superb!
 ▼ There could have been a greater variety of sound effects to accompany the moves.

GAMEPLAY 82%

▲ The kick boxing is instantly addictive as you strive to beat the higher-ranked opponents.
 ▼ Each of the boxers should have been given a personalised fighting style.

CHALLENGE 79%

▲ Building up skills in training, then working your way through the ranks is a real task.
 ▼ In two-player mode fights tend to be long, tedious and unconvincing.

PROSCORE 80%

Not a bad beat-'em-up. Winning the medals and aiming for top spot is challenging but the down-side is that two-player mode is weak.

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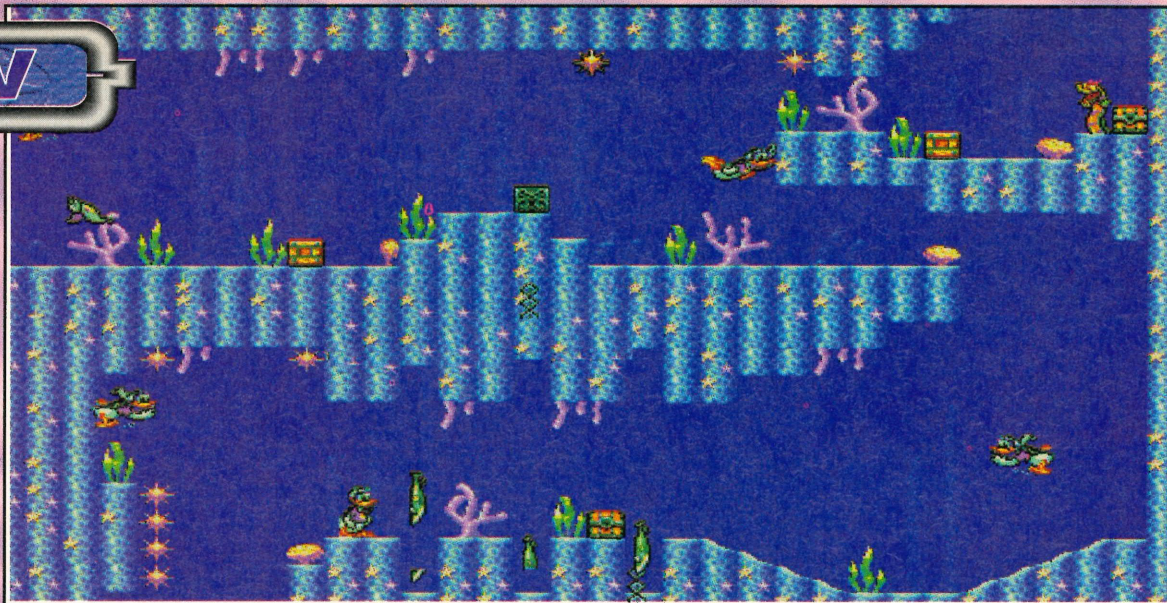
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"Boy, where's uncle Scrooge?" cried Donald. At that moment a great fat duck floated to the ground much to his and the children's amazement – it was Donald's uncle. He told the watching crew a tale of his treasure hunt, an adventure that started off well then suddenly took a turn for the worse when he reached the famous Shrine.

Donald's uncle described the riches of the place, great statues coated in gold and beautiful pendants sparkling like the sun. Then, he took out a pendant he'd stolen. "Donald, this must be returned to the goddess' statue inside the shrine". Donald shivered but knew he had to set off on this adventure; Will he be able to return the necklace to the shrine?



During the 'Inlet' level Donald must work his way through a tricky underwater route consisting of spiky spheres, serpents and dangerous fish. The 'Inlet' is split into two scenes – the first out in the open waters, and the second in an ancient ship-wreck. Donald's prime concern is to find the treasures whilst kicking the odd box here and there to kill the sea-baddies.



Here is the island Donald must explore. Locations include the Inlet, the Valley and the Jungle.



Donald will need to swing through the tree-tops on vines whilst dealing with the deadly wildlife all around.



Near the end of the Inlet level (scene one) prepare yourself for the shark and a mad chase up to the surface.

DEEP DUCK TROUBLE



Here in the valley Donald finds himself running from huge boulders that attempt to flatten him to death.



Kicking a box will reveal a bonus, knock out an enemy or perhaps even help you across a difficult gap.

Disney classics like *Castle Of Illusion* and *World Of Illusion* have sold well on the MD. On the MS Disney are hoping their new title – *Deep Duck Trouble* – will enhance their reputation for quality. You play the role of Donald Duck who must cover a number of different desert island locations on his way to the goddess' shrine. You'll be given the chance to begin where you wish; in the Jungle, Valley, Inlet (underwater level), or Volcano. The Inlet is one of the most involved levels as there's a lot of underwater action – including a shark attack sequence where Donald has to swim for his life!

Deep Duck Trouble uses soft violence. Donald attacks his enemies by kicking boxes high in the air. He can

also kick boxes to reveal bonuses – you'll usually discover energy replenishes inside (they could be meat or ice-cream). There are also crystals to be found and just occasionally (if you are one for going off the beaten track) some extra lives. Donald's animation (see box-out) presents him as his familiar over-the-top self. For the MS his movements are particularly impressive – they just go to show how the ageing machine can still churn out quality games despite intense competition. Playability is very important as well, but if this turns out to be a standard platformer, good animation could put it a cut above the rest.

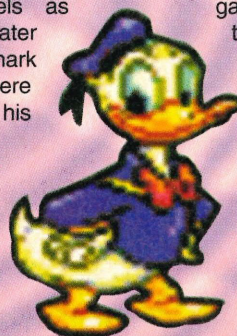
There are neat touches to the gameplay all the way through. The underwater level is particularly smart with plenty of bad guys – including the wide variety of colourful fish and a huge monster shark that'll chase you back up to your boat at the end of the level. If you make it back the shark will bang his

nose against the underside of the boat's diving board then plunge back down leaving his teeth hanging on the side! In the icy caverns if Donald falls into the freezing water he'll re-surface in an ice cube!

The rolling boulders, spiky pits, moving platforms etc. are dated, but there are plenty of varied situations to master (especially when the apple-throwing gorilla chases you through the jungle) as well as lots of enemies to kick boxes at. The escape scenes at the end of each level provide a frantic finish that's both challenging and a great deal of fun. Perhaps the scrolling is a little slow, but the busy screens make up for this. You needn't rush through anyway as there's no time limit.

Deep Duck Trouble is a great little adventure that has revamped Donald Duck on the MS. A well thought out and constructed package that's clearly been designed with the emphasis on playability and not just pretty pictures.

● Mark "Don" Hill



PRO TIP When you kick boxes be aware that they can come back and knock precious energy out of you. Always be prepared to jump – sometimes you'll need to use boxes to cross a dangerous gap.

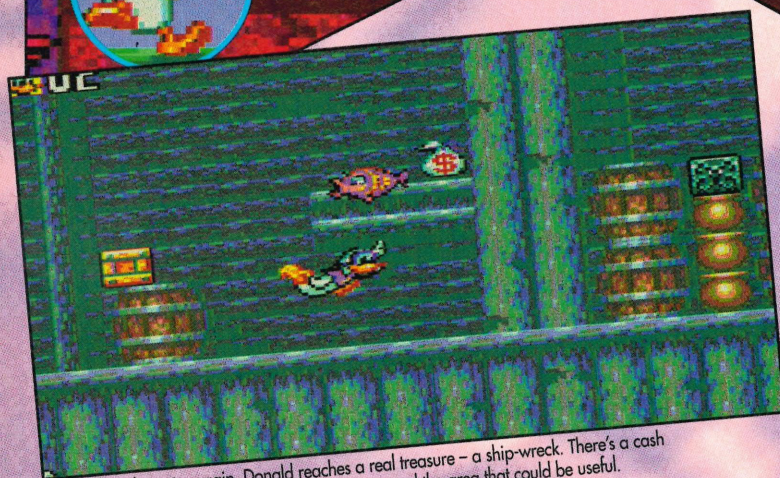
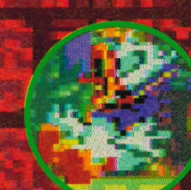
DUCKIN' TROUBLE !

The animation is one of the most outstanding aspects on the graphics side of *Deep Duck Trouble*. The animation frames below give you an idea of Donald's different poses.

IN ACTION

I'M WAITING

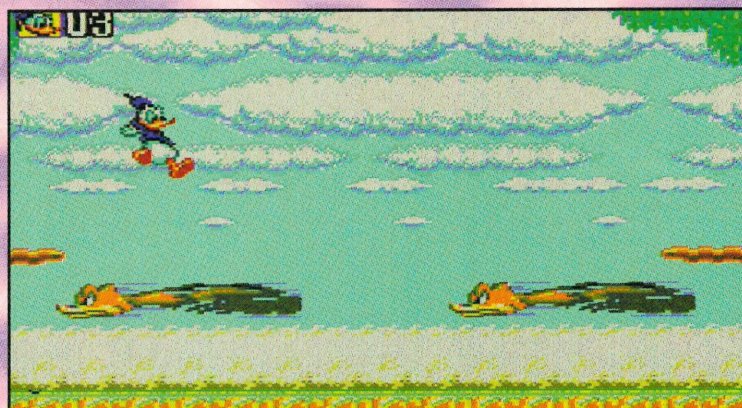
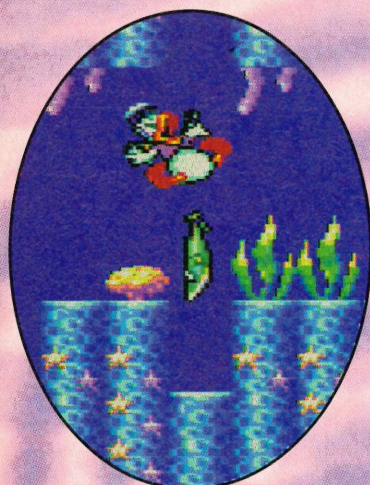
GETTING EMOTIONAL



Underwater again, Donald reaches a real treasure – a ship-wreck. There's a cash bonus up for grabs, and a few boxes around the area that could be useful.



Donald is shocked to find this gorilla is slinging apples in his direction while swinging around the jungle.



Midway through the first scene in the jungle large monster ducks whiz across the screen causing Donald to jump out of harm's way – use their backs as stepping stones to progress.



DEEP DUCK TROUBLE

SEGA ● £29.99 ● OUT NOW
CART SIZE4Mbit
PLAYERS.....1
STAGES10
SKILL LEVELS.....1
FEATUREScontinues
CONTACT
 Sega ☎(071) 373 3000

PROVIEW

PETE7/10
 Standard platform stuff. Well animated on the MS, but gameplay fails to impress.
 JASE.....8/10
 Enjoyable Disney mayhem, but it's not as good as Mickey's *Land Of Illusion*.
 COLIN5/10
 A generally uninspiring game, that might hold your interest for 10 minutes or so.

ACTION

STRATEGY

GRAPHICS

92%

▲ Animation is of a high quality that puts many other MS releases in the dark.
 ▲ There are enough changes in the backgrounds to prevent boredom

SOUND

85%

▲ A pleasant set of tunes follow Donald through each level of his adventure
 ▼ Sound effects are not particularly impressive and often sound very rough.

GAMEPLAY

87%

▲ The escape sequences at the end of each level will keep you busy.
 ▼ There are not enough power-ups to collect making play fairly dull in places.

CHALLENGE

78%

▲ There are plenty of situations to master and a lot of background interaction.
 ▼ Not enough levels – this makes the challenge too easy to say the least.

PROSCORE

86 %

A fun-packed adventure that's very playable and busy. Animation shines and backgrounds are detailed – it's just the slow speed that will frustrate.

Silence surrounds the battle area as two massive Japanese wrestlers stand motionless, eyes fixed on the opponent with one thought racing through their minds: win, win, win! The fight begins. Dangerous flabby killing machines lunge at an incredible rate towards each other. The referee timidly stands by the sideline and watches in amazement as hundreds of pounds of flesh throw each other around the arena. This is sumo wrestling.

Massively publicised last year on Channel Four's live sumo coverage, Britain has been enlightened to this strange sport. A behind the scenes look showed just how much food these guys consume and that flab takes a lot of time to accumulate. Now the fat boys battle it out between themselves on the Mega Drive, and about time too.



The password screen. Probably very instructive but it's all Japanese to me. Nice hat though.



What, a special move? (gasp). Yes folks, it's that old favourite - the sumo fly-swat.



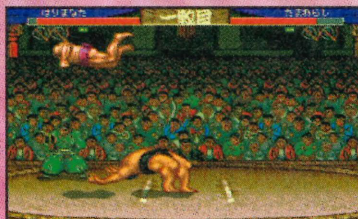
You have eaten too many hamburgers to defeat me! The Yokazuma (who he? -Ed) gets knocked out. The Ref indicates off-side...I mean the other guy's victory.

Previewed in Japan News we've been waiting for this one to arrive in the SEGA PRO offices for weeks. Half naked fat gits intent on throwing their opponents into next week. How do they keep all that food down? sumo wrestlers are particularly gifted with ultra agility and special powers, so you don't want to mess with these dudes or you'll end up crushed.

Play one player mode and it's straight into the action; no choice of character or territory. This is somewhat disappointing and after finishing the game with this character I'm not sure whether I'll be playing it again. Two player mode holds the game together as this can prove to be fun for quite a while.

Even with an easy to follow instruction booklet special moves are awkward to find on the control pad. There are 10 available but if

PRO TIP When you go into a lock try and throw your opponent out of the ring for an easy victory. In the early fights launch an all out attack at the start and repeatedly return blows. This way their energy will probably run out sooner than yours.



He flies through the air with the greatest of ease. A well executed 'B' button tosses your opponent.

SUMO

you're looking for a fighting game with three or more special moves to each character then you'd better look elsewhere.

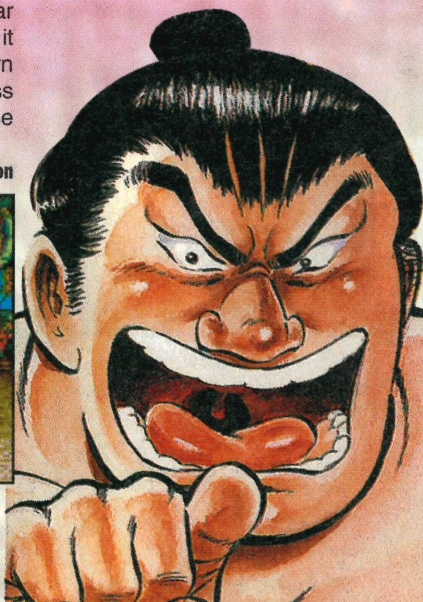
What crowd there is fails to inspire any enthusiasm for this game, but the bulky sprites certainly make you laugh. Where's the moody background animation we ask ourselves?

Sumo is half a game with an impressive two player option, but a very sad one player effort. It's clear this will be a huge hit in Japan but it has little to offer most western games players. Avoid Sumo unless you're a real fan of this Japanese fighting art.

● Jason "porridge" Johnson



Central heating? No thanks, I've already got some. Very flaming torpedish (sigh).



MEGA DRIVE



SUMO

SEGA ● £42.95 ● OUT NOW

CART SIZE 16Mbit
PLAYERS..... 2
STAGES 15
SKILL LEVELS..... 3
FEATURES password
CONTACT

Dream Machines ☎ (0429) 869459

PROVIEW

PETE.....7/10
The moves are limited, but I found the two-player strangely appealing.
COLIN.....6/10
Plenty of varied characters makes an otherwise limited game interesting.
NICK.....6/10
A very ordinary fighting game with just a few nice touches.

ACTION

STRATEGY

GRAPHICS 70%

▲ Big and bold wrestlers are very well animated - looking a real laughing stock.
▼ Little inspiration in the background graphics leaves the fighting arena motionless.

SOUND 67%

▲ The intro tune and background music suits the sumo wrestling theme.
▼ The crowd is a little wimpy to say the least and does nothing to enhance the atmosphere.

GAMEPLAY 43%

▲ Special moves in Sumo wrestling may not be realistic, but they're certainly fun.
▼ It's extremely awkward to find any useful combinations let alone special moves.

CHALLENGE 52%

▲ Two player mode is usually competitive and adds life to an otherwise dull game.
▼ One player mode is too easy and with just one character it's very lifeless.

PROSCORE 59%

In one player mode there's little inspiration to keep you captivated into playing through the game more than once. Two player mode is a little better,

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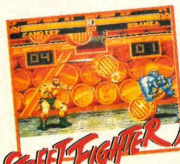
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SONIC CHAOS

MASTER SYSTEM

As Sonic's planet collapses into an alternative world, the streaky blue hedgehog starts planning for yet another rendez-vous with Robotnik who has captured the emeralds once again. As there are six scattered around Moebius then there's a chance the planet can be put back in its old dimension. If Sonic can find all of them then Robotnik will be defeated (but then he thought he'd done it last time!).

As Sonic feels this journey may be his toughest yet he's decided to bring along his best friend Tails. Tails can fly and this should certainly help in their adventures. If the two together can't finally overcome Robotnik then the animal kingdom will cease to exist.

PRO TIP When you are attacking Robotnik and his machines at the end of levels, practice bouncing on the machines from the top whilst ensuring you adjust your position in the air so you'll land on top during every bounce. This makes the job quick and effective.

The ever resilient Mr Robotnik still has power over Moebius and the emeralds still seems to be slipping into the wrong hands despite the efforts of Sonic and Tails in past adventures. Initially, looks as though there is nothing new in *Sonic Chaos* with the same characters, platforms and storylines.

After a lively intro screen with Sonic and Tails giving the thumbs-up inside a large gold ring you have the option of playing either character. Sonic retains his super spin abilities whilst Tails is now able to fly. If you think Tails is the obvious choice then think again because when he flies he flies at a very slow speed – and since each level has a fairly short time-limit you won't want to be wasting too much time in the air.

Predictably *Sonic Chaos* is divided into six levels and for each level there are three zones. You begin on



This is the guardian at the end of Sleeping Egg Zone. Like most of the them this one is very easy to kill – you only have to jump on his head five or six times. Only the Gigoalopolis Zone guardian is likely to prove a stumbling block.



Tails and Sonic can both smash their way up into the brickwork, although often with no reward.



These twisting overhead walkways have to be taken at speed otherwise you could fall off into trouble.

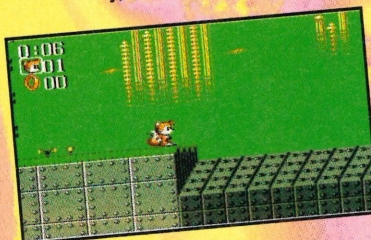


Another slow, easy-to-kill guardian – at the end of Turquoise Hill Zone. Looks like a robotic snail to me!



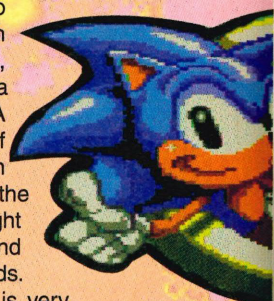
Turquoise hill – not a particularly stunning place although there are those familiar loop-the-loops, steep slopes, springs and power-gates that'll keep speed-freaks happy. As for enemies, well, where are they? Throughout the Turquoise Hill zones screens look empty, lifeless and incredibly easy. Either Robotnik has underestimated Sonic's capabilities (which I doubt) or else the game programmers have not allowed enough memory to give the enemies more attention. (surely a crucial part of the gameplay)

Honestly, a



child of three could finish the early stages – it's that easy. I raced through the zones without blinking. Enemies barely troubled me – merely strolling past as if they were part of the background. The piece of machinery on wheels at the end (something to do with Robotnik) is, supposedly, a guardian. A simple series of simple spin attacks from the left and right destroyed it and the level ends. The final zone is very short (about three or four screen lengths) – I couldn't believe that was all there was!

Later guardians become harder but enemies in general are too weak. The challenge could have been



TAILS HAS PASSED

RING 0 x 100
SPEED 0 x 10
SCORE 18150
CONTINUE



You'll find these transport tubes in Gigaopolis. A mechanical wasp is lying in wait overhead.



Ah, finished Turquoise Hill Zone. Well, that was easy, let's find some real bad guys!



At the end of Gigaopolis Zone you'll find the only guardian that'll really cause you problems. You have to leap over him and attack from the other side. Be careful, he'll keep throwing those spheres at you and takes seven or eight hits to kill.

greater if wasn't for the bonus levels. Reached one of these with 12 lives – an improvement of 10 lives on top of the existing two. It's just as well there's some form of challenge in collecting the emeralds because otherwise I would suggest Sega included a blindfold in the bundle!

Graphically every level is smooth, detailed and a credit to the MS. Sonic is perfectly drawn with an impressive spin sequence and some smart animation.

(when you leave him a while he'll lie down and tap his fingers!) The speed of the game has been reproduced well; with twisty pipelines, crumbling rocks and underwater routes enhancing the gameplay. All

the usual bonus icons are available; including a rocket that you can use to fly for a short time. (great for collecting clusters of rings high in the sky)

Sadly, extra lives are dished out like confetti, enemies barely trouble you and levels are generally too short and easy to complete. I reached the end of the final level on my first go – without using continues.

● Mark "Moebius" Hill



Sonic ponders the significance of the icon that in fact gives him his rocket shoes.



This is what the Mecha zone looks like, bit green for Robotnik's handiwork isn't it?



A Turquoise Zone baddy shaped like a ladybird. Jump on his back and you'll spring into action.



The end of a Gigaopolis level, probably the most pleasingly designed of all the zones.



More Sleep Egg. Tails could do with giving his tail a spin here to travel upwards in search of rings.



The beginning of Sleep Egg. Blocks with grass on top are safe to walk on, as for the rest...

MASTER SYSTEM



SONIC CHAOS

SEGA ● £27.99 ● OUT NOW

CART SIZE4Mbit

PLAYERS.....1

STAGES.....18

SKILL LEVELS.....2

FEATURES.....continues

CONTACT

Sega (071) 373 3000

PROVIEW

PETE.....6/10
The Sonic style is starting to wear a bit thin – this doesn't improve on it.
JASE.....6/10
A long awaited release that, yet again, fails to live up to its reputation.
COLIN.....7/10
The latest offering from the Sonic stable. Unfortunately, predictable, formula stuff.

ACTION

STRATEGY

GRAPHICS

94%

▲ The multi-level parallax scrolling is very impressive in later levels.
▲ Sonic and Miles are perfect sprites with great animation and detail.

SOUND

89%

▲ There are some fine tunes accompanying each of the six levels.
▲ Atmosphere is enhanced thanks to some improved MS sound effects.

GAMEPLAY

70%

▲ Many of the levels involve plenty of connecting tubes, passages etc. to be busted.
▼ Levels are over too quickly because there are few enemies to trouble you.

CHALLENGE

51%

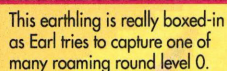
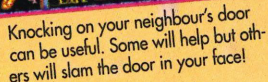
▲ You'll need to find all six emeralds before completing the game.
▼ It's so easy you'll wonder if the game is actually a finished version.

PROSCORE

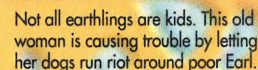
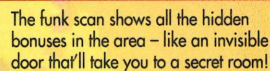
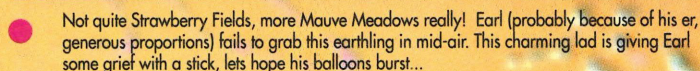
69%

Graphics are superb – some of the best ever seen on the MS. Sadly the gameplay lacks any new ideas and above all it's just too easy.

They were very satisfied with life until the earthlings arrived. Now they know all of these earthlings need to be caught and canned so the planet's funky image stays that way.



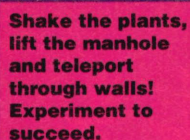
The opening screens put us in the mellow mood with dazzling colours and some laid-back music. After a large shot of Toejam and Earl spinning in space, the options screen comes



As capturing the earthlings is your main objective you'll spend a lot of your time following the helpful arrows that'll point you in the right direction. The earthlings themselves can be found anywhere. Some hide under manholes whilst others sit in the trees and bushes waiting to pounce. Some even appear, then run away and hide somewhere else

You can choose to control either Toejam or Earl – although there's no real difference in the way they play. It's the two-player option that really adds something to this platformer. By working as a team earthlings can be caught more quickly and there's a better chance that one of you will stumble across a hidden passage, room or door etc.

The funk scanner is available for finding invisible doors and a vacuum machine can be collected for suck-



Talk to all the characters otherwise you'll miss advice and tips on secret rooms and other routes.

Here walk through a mighty secret tunnel to find the music hall.

This cavern is crawling with Earthlings. Don't leave any stone unturned.



PRO TIP If you find a secret room, never assume the path ends there. Sometimes one secret room can lead to another. Be on the look-out and never take anything for granted!



On the bonus level can collect loads of presents that contain a variety of really funky power-ups! As you speed you can also use the extra time icons (that pizza shape at the top) and lightning for super speed. Shrink to avoid the portal back to the normal level.

Life underwater is tricky as you must find a certain kind of fish to extract extra air for survival.

ing in earthlings to make the job cleaner! There's also a panic button you can hit so canning the earthlings becomes much easier.

Gameplay is intense as you're always learning new tricks or discovering secrets. You'll need plenty of coins to work the parking-meters – what's more you just never know what will happen when the coins go in (you could be transported to a secret location or hoard enough points to get an extra life in four presents!). Sometimes you'll come across a funk challenge where you

must follow the mixer's ABC combinations. Get the beat right and you'll receive extra points – there are so many ways you can help yourself get through the levels.

The cartoon animation is of such a high standard good that it really lifts the appeal of this platformer. Characters have a variety of poses, and even the finer aspects of the game are animated to add humour to the funky theme. See how the poor fish stares at you in horror when you suck out its air to use underwater! Watch the tourists as

well. When they take photos Toejam and Earl can cover their eyes to prevent a loss of energy!

I'd buy *Toejam and Earl* simply because it's in a class of its own. Background graphics are smooth and detailed, sprites are given some wonderful animation and the whole game is alive with interactive characters and objects. The sampled speech works very well and the funky music is terrific. This may prove to be a little easy, but it's a constant barrel of fun and laughter.

● Mark "in the groove" Hill

FUNKY FEVER



1FINDING AIR

Restore your air by extracting it from the fish underwater.

2CANNED!

Hit the earthlings with your supply of tin can ammunition.

3MANHOLES

Always check under manholes – earthlings love to hide here.

4PIGGY-BACKS

You'll need to do this to stay together on the floating spheres.

5ROCK PUSH

Push 'em to uncover manholes and stand on 'em to reach higher places.

6TELEPORT EXIT

Coming out of teleport mode can be really nasty!

7VACUUM MACHINE

Collect these to capture earthlings quickly and effectively.

MEGA DRIVE



TOEJAM AND EARL

IN PANIC ON FUNKOTRON

ACCLAIM ● 49.99 ● OUT JAN

CART SIZE 16Mbit

PLAYERS.....2

STAGES8

SKILL LEVELS.....2

FEATURESpassword

CONTACT

Sega ● (071) 373 3000

PROVIEW

NICK.....9/10

Man, dis game is too funky! Cookin'!

(Sorry.)

PETE.....9/10

An original platformer, the interaction is superb!

JASON.....9/10

Wacky entertainment at its finest but worth 93%?

ACTION

STRATEGY

GRAPHICS 95%

▲ There is a great deal of animation in the characters and backgrounds.

▲ All the graphics are bright, colourful and most importantly – alive!

SOUND 92%

▲ There is plenty of humour in the short yet effective sampled speech.

▲ The music is of a quality unmatched by many releases – it's funky for sure!

GAMEPLAY 93%

▲ There is so much to do, so many people to see and lots to discover.

▲ The game is crammed with interactive objects, backgrounds and people.

CHALLENGE 93%

▲ Working as a team in two-player mode is fun if you can compromise!

▼ For hardened players the difficulty level may be rather too easy.

PROSCORE

93%

Toejam and Earl is perfect. The whole game is full of life with funky music and humorous cartoon animation.

REVIEW

MEGA DRIVE

With a real-life price tag of \$7.3 million, the Gunship is undoubtedly one of the world's most advanced military helicopters. Its weaponry is second-to-none and the pilots who fly it have to undergo years of intense training as this helicopter can cause a vast amount of damage with an experienced pilot at the controls.

Gunship was originally released on the CBM 64 and Spectrum and it offered flight-sim fans one of the most realistic flight-sims ever. The Mega Drive version takes this realism away and switches the format from simulation to arcade mode with simple controls and more emphasis on hitting enemy targets. Now it's your turn to fly into enemy territory and do your duty...

GUNSHIP



Remember *Silkworm*? Well this part of *Gunship* plays very much like it. Be prepared to encounter wave after wave of choppers attacking from a multitude of angles. It's really just a question of working out their attack patterns, then blowing them to bits!

The opening screens come as no surprise with six different wartime scenarios to battle in and a host of different missions to complete. You can only choose an easy or hard level of skill. If you play it easy only four scenarios need be completed; on the tougher challenge an extra two locations are added to your list. The objective is to destroy air-targets, bomb ground-installations and rescue prisoners. You are equipped with rockets, cannons, sidewinders, hellfires and cluster bombs – these weapons can be replenished by picking up icons. You'll also be able to find damage repair icons (red crosses) and fuel top-ups (fuel cans).

The action begins from a pilot's perspective with a view that's styled around most flight-simulators. This part is very easy as there are no complicated dials and you only really need to keep tabs on the fuel and damage indicators. Your shoot at any moving object ahead whilst making a bee-line for the first target – shown by a distance indicator (in kilometres).

The enemy sprites move like cardboard cut-outs and the action is jerky. Landscapes lack detail and imagination. If you haven't switched off by the time you approach the target then expect some light-relief as the game format changes.



A clutter with one of the enemy choppers is sure to send you in a spin for a few seconds.



After a real storm in the desert, it's back to the bunker for a completed mission.

PRO TIP At all costs, avoid hitting the ground on the side view playing format as this can severely reduce your damage indicator.



MEGA DRIVE



GUNSHIP

GUNSHIP

US GOLD ● 44.99 ● OUT NOW
CART SIZE8Mbit
PLAYERS.....1
STAGES6
SKILL LEVELS.....2
FEATURESpassword
CONTACT
US Gold © (021) 6253388

PROVIEW

PETE4/10
This is what old arcade games used to be like, slow and tiresome.
JASE4/10
Not one I'd pay for. Action without any real excitement.
COLIN5/10
I had a blast but I can't say it really appealed to me.

ACTION

STRATEGY

GRAPHICS 54%

▼ During the simulation format sprites are jerky, flat, and lack any kind of realistic detail.
▼ There is very little variety in the enemy vehicles you'll encounter for each mission.

SOUND 71%

▲ The one attribute *Gunship* boasts is some realistic and explosive combat sounds.
▼ Speech tends to be irrelevant and limited; becoming tiresome to anyone playing.

GAMEPLAY 47%

▼ There is so little to do during the cockpit section with barely any variety in the action.
▼ The whole content of this release fails to give the player any sense of achievement.

CHALLENGE 50%

▼ There is hardly any incentive to progress as each mission has such a weak structure.
▼ After completing three missions you'll begin to wonder what you are achieving.

PROSCORE 49%

There is too much missing from *Gunship*. The content is shallow, the structure is limited and the overall design lacks imagination.

● Mark "Gunner" Hill

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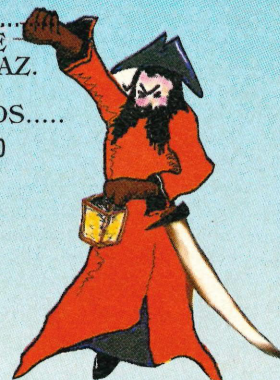
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REVIEW

Why do pirates have such dumb names? Bluebeard, Blackbeard... I don't know. And why do they all walk about wearing eye-patches, parrots and wooden legs? Hardly the most efficient set of physical characteristics for pillage I'd have thought - kind of like being mugged by a guy in a zimmer frame with a pigeon sticking out of his ear.

It's a wonder then that pirates got as far as the Isle of Wight without being laughed off the seas. Still, they did and their rein of terror is still being copied today with pirates cruising the South China Seas.

So *Pirate's Gold!* from MicroProse puts you in the unwashed shoes of the medieval pirate. Can you emulate the past masters and the modern copycats?

PRO TIP Choose to play the game as an Englishman. No, it's not for nationalistic reasons - the English option is the easiest by far! Also, change ships up to a merchantman as soon as you can.



● In search of buried treasure - unfortunately, I spent three days and didn't find a thing.



● The fort captain is clearly a fluke with the sword. Time to reset that darn difficulty level.



● Aha! An opportunity for a bit of plunder. But be careful - it could be the cops.

This game, *Pirate's Gold!*, is set around the Sixteenth Century, long before satellites and modern navigation systems were invented, so the opportunities for a bit of seaborne pillage are wide open. In fact, things are even better than that because this game actually instructs you to gather as much gold as you can and marry before settling down to retirement by the seaside.

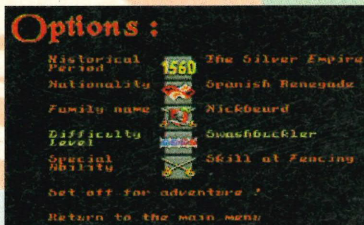
It is into this period that Nickbeard the pirate strides (me, by the way), starting the game off as an appren-

tice. Before anything else can be done, there's the old Cap'n of the boat to deal with.

This is done in the time-honoured fashion of a duel. Choose your weapon (cutlass, rapier or longsword) and stab frantically at the A, B and C buttons (A & B - attack, C - parry) until your Cap'n collapses at your feet. To be honest it's not very hard at this stage and even if you lose, it doesn't matter because you get the boat anyway.

The rest of the game consists of sailing around the world in search of treasure. To win you need to hijack other boats, steal everything and flog it all for gold when you next hit port.

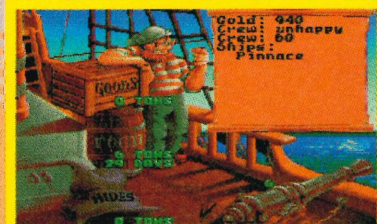
As a junior pirate, you start in a schooner which isn't very big so the first chance you get, grab something bigger like a merchant vessel or a cargo sloop. This is done by sailing close to the boat and firing broadsides at it until it gives up, or by



● The Options screen allows you to choose the historical period and your nationality (Spanish is the hardest).

Pirates!

ALL ABOARD



Crew/ship status- how well it's all going.



Map of the World.



Continue option.



Captain's status- how well your are doing personally.



Ship's log- all voyage info and news can be found here

Save game, *Pirate's Gold* has a battery back-up.



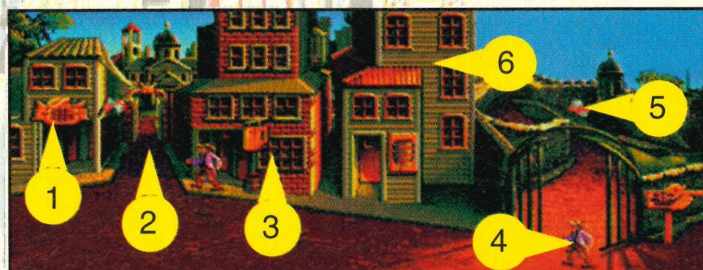
- Choose your weapon carefully. The longsword is the best bet as it has the range.

crashing into it and taking the captain on in a duel (as previously described). Of course, the broadside approach has its problems too, including the other boat escaping from you.

Once you've captured the boat, it's just a matter of either sending a crew across to it and taking over or plundering and sinking it. The advantage of the first method is that you get two ships instead of one – although you might not have enough crew to man it.

It's not just other ships that can be attacked – there are land-based towns and forts to take on. Drop anchor and travel overland to take the fort – but beware, the townspeople may have already hidden the loot! Occasionally, it may be worth visiting a town just to gather info and update

LAND AHoy!



1. The bank.
2. Governor's residence – daughters and info can be found here!
3. Bar – pick up info, treasure maps and crewmen here.
4. Me!
5. Ship anchored here.
6. Merchant – trade goods here.

your ship's log – for instance, the pub allows the chance to hire new crew, bribe people for info or find out the best targets to attack. Or the Governor may have some useful info – or a daughter – at a price. Then it's a matter of setting sail to put what you've learned into action.

There are some major problems with this game. Firstly, the gameplay is just too basic and after an hour or so you will become bored silly with sailing around the High Seas. Attacking other ships becomes repetitive and there's no real room for tactics or anything imaginative. I also began approaching duels with an increasingly heavy heart – they are so dull! When you become used

to really good fighting games, this kind of 'lunge, stab, parry' affair is just not up to scratch.

This gives a clue to the overall problem with *Pirates Gold!* It tries to do too much and ends up being unsatisfying all round. A pity, because in *Pirates Gold!* there's a really good game trying to get out.

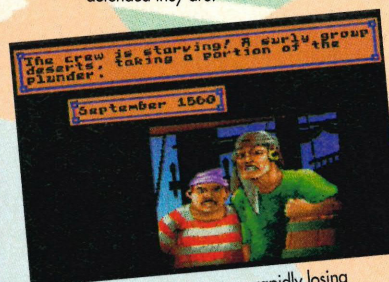
● Nick "cutlass" Merritt



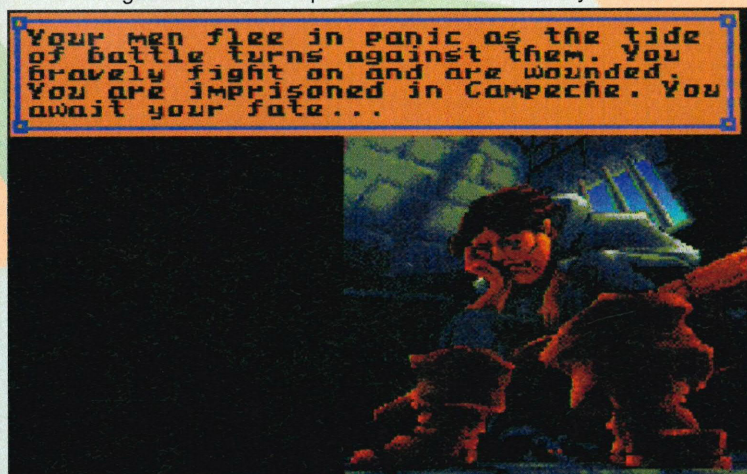
- These guys will soon learn to fear the name of Nickbeard! My mum certainly does.



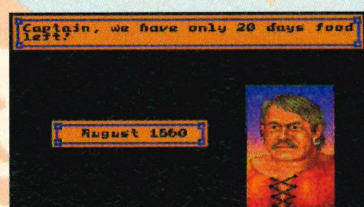
- Approach forts with care (my forte!) – you can't be sure how well defended they are.



- Too late! The guys are rapidly losing patience with my rubbish leadership (us too! – The Pro team).



- So much for this little adventure. Next time I'll play as an Englishman (no nationalism – it's just the easiest!)



PIRATES GOLD!

MICROPROSE ● £TBA ● OUT FEB
CART SIZE8Mbit
PLAYERS.....1
STAGESn/a
SKILL LEVELS.....5
FEATURESsave
CONTACT

MicroProse © (0454) 326532

PROVIEW

PETE6/10
 Sorry, but I couldn't find much here to interest me. Boring.
 JASE6/10
 The lack of depth is the game's most glaring flaw. A pity.
 MARK7/10
 Strategists will not find enough here to keep the interest up.

ACTION

STRATEGY

GRAPHICS 70%

- ▲ The still shots look nice and have been well-drawn with attention to detail.
- ▼ The sprites are a bit small and the ocean scenes are dull despite some nice clouds.

SOUND 70%

- ▼ The most irritating tune you could possibly imagine – the Blue Peter theme!
- ▼ Weedy spot effects which is a pity but some vocal samples liven things up.

GAMEPLAY 72%

- ▲ A game with many sections – there are plenty of things for you to do...
- ▼ But unfortunately none of them are in-depth enough which is a bit of a pity.

CHALLENGE 73%

- ▲ If you want to, you can play for ages – well into the night if that's your thing.
- ▼ But it's unlikely you will want to. The lack of depth strangles the addictiveness.

PROSCORE 72%

Pirate's Gold could have been a really great game. But it isn't deep enough to hold your interest for long. Too simple and too limited.

SOCKET

It's the year 2902: Since the demise of human civilisation, only a few of this ancient species remain. At this point in the future the evil ruler, Time Dominator, has taken a grip on society. He's finally finished building his dimension-altering device and now plans to use this as a time machine for retrieving ancient treasures to bring back to the future.

Time Dominator has already made many trips back to the past amassing an enormous fortune. But, despite his intelligence, he has failed to realise the consequences of time travel. A warp has appeared in the flow of time and it's up to the newly established Time Warp Patrol to close it. Socket has been commissioned to shut down Dominator once and for all.

With *Socket* there is no escaping the fact that this is a *Sonic* spin-off. The company that produced this would admit themselves that this was designed to play like *Sonic the Hedgehog*. The levels are structured around the *Sonic* series in a platformer split into – dare I say it – zones. The game consists of seven rounds with each split into three zones. The zones supposedly represent the three stages of time travel – past, present and future. The reality of this time-travelling topic is, you can't choose when and where you want to travel (unlike *Sonic CD*, you only move on from the past to present if you finish a past level).

The *Socket* character is typically electrifying in pace – and ability! His world is comprised of electrical gadgets and mechanical creatures (in many ways the routes *Socket* faces in the 'Scrap-brain zone' is similar). *Socket* is always on the move with many of the electrical power components flinging him up and down ramps, around loops, down secret passages and across rivers of spikes. His mobility is limited, although he can travel at very high



This picture should show you just how fast this game is. *Socket* is being hurled around at terrific speed like a ball in a pinball machine – so that's why he appears as a blur.



Socket comes flying through a power gate which should send him along the next four screens at least!



This special stage is cleverly designed so that you can interact with both backgrounds and foregrounds. There is an extra life up for grabs somewhere here – but I'll leave it to you to work out how to get it!

speeds – something that makes gameplay very exciting. When he's not on the move he can crouch – but you won't really find this of much use throughout the game. His way of dealing with the mechanical creatures is to kick them – when he does watch the sparks fly!

Your basic objective is to get through each level as quickly as possible. Typically, he relies on his electrical energy supply to keep him in sparkling form. The more he kicks, runs or even stands around, the quicker it will run down. This is what keeps the player addicted to the game. You must keep moving whilst collecting all the energy replenish symbols represented in the shape of lightning icons – as *Sonic* had to collect coins, you'll need to find these. Some are in groups, some are hidden in secret rooms whilst others are scattered here and there throughout your route (all very familiar!).

Graphically, all the levels scroll very smoothly with smart backdrops that follow the electrical theme well. *Socket* is given a fair amount of animation although you feel minor improvements in this area would give him more personality. The past, present and future scenarios do produce a bit of variety in the levels but gameplay is not exactly oozing with new ideas. Nevertheless, many of the levels are a joy to play – particularly as they are so big! Beyond the initial Emerald Zone you'll travel



Guardians are as easy as Larry (pardon? – Ed) to destroy, making Robotnik look like a tough nut!



The rockets will run vertically or horizontally on the screen. Use them as moving platforms.

through Treasure Castle; where spiked iron balls swing into action, then there's Antiquity with underwater worlds and whirlpools. Watch the Stone Age level as well – the lava tends to rise too fast for comfort here!

The inevitable bonus levels exist at the end of each round where you'll meet the bosses – which shouldn't cause a problem as they're as easy to defeat as Robotnik!

Overall, *Socket* is fun to play if not quite difficult enough. There are not



The balloon platforms will drop when you tread on them.



Extra lives can be found at points during the game. They look like this.



Every time you collect one of these you'll be invincible for a while.



This must be found 'n' flicked before you can finish each zone.



Watch the metal balls on chains. They can often catch you out.



The rockets travel about like moving platforms.



Find these secret doors as they'll either take you to the special stage or guardian.

SOCKET SAGA



The mechanical enemies pose no threat early on. A kick is enough to shock them – then dispose of them!

so many enemies to kill as there could be (although the game is fast and there are many mechanical components scattered about to confuse you). If you enjoyed the *Sonic* style of gameplay you should find this fun – even if, all things considered, it is a rather unoriginal clone of Sega's flagship title!

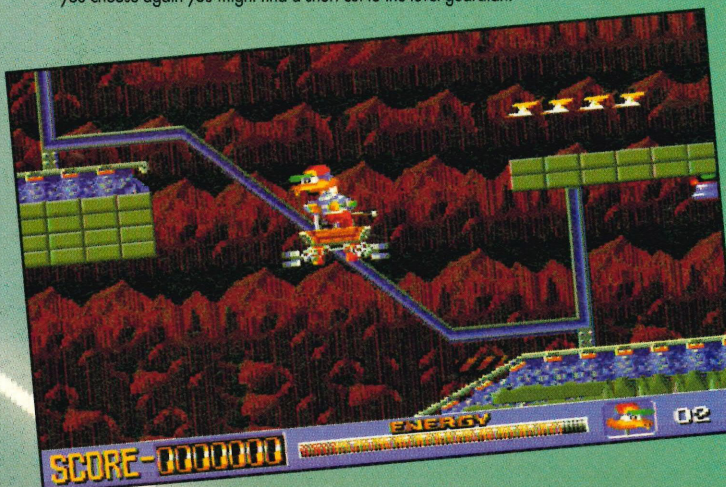
● Mark "electrified" Hill

PRO TIP

When you find yourself being launched through the air at great speed, try to let the power components do the talking. Leave the D-Pad alone and you should find it easier to be directed onwards automatically.



You'll enter the special stages through secret doors found in the levels. Here you must climb onto the snake's back that (unlike the board game) will take you upwards. If you choose again you might find a short cut to the level guardian.



SOCKET

IMPORT ● £39.95 ● OUT NOW
CART SIZE 16Mbit
PLAYERS.....2
STAGES21
SKILL LEVELS.....1
FEATUREScontinues
CONTACT

Dream Machines. ☎ (0429)

869459

PROVIEW

PETE.....8/10
Well animated action. Fast, fun and pretty difficult.
JASE.....8/10
An updated *Sonic 1* but not a patch on *Sonic 2*
SIMON.....7/10
Flippant and furious fun, but lacking any long term playability.

ACTION

STRATEGY

GRAPHICS

87%

▲ Sprites and backgrounds are so detailed and smooth throughout the levels.
▼ What a shame enemy sprites lack variety – they are few of them as it is.

SOUND

85%

▲ There's quite a mixture of wicked sounds whenever Socket interacts with objects.
▼ It would have been nice to hear a different soundtrack for every zone.

GAMEPLAY

83%

▲ The way forward is not always too obvious – some levels are like a maze.
▼ There are few power-ups and special features so overall the game is rather weak.

CHALLENGE

80%

▲ It's usually a challenge to discover everything in a particular level.
▼ Like *Sonic*, this is far too easy when the price is as high as any standard cart.

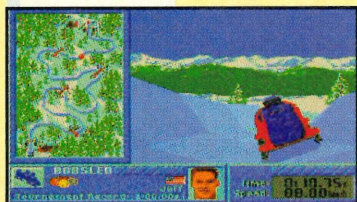
PROSCORE

84%

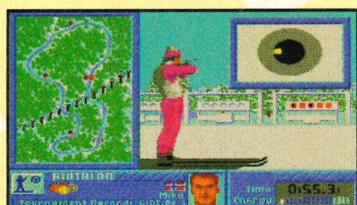
A fun-packed platformer that's appealing because it's fast! Only the lack of enemy sprites and power-ups spoil an otherwise enjoyable game.

Fancy doing some skiing on the world's top ski slopes? Or how about the Bobsled where you can rocket down a course sloped in some places at eight, in others at as much as fifteen percent. For the ramblers there's the endurance test of a Biathlon, or the slog of a Cross Country marathon that'll test your stamina to the limit. Probably the most dangerous event is the Ski Jump – shooting down a thickly iced ramp, then taking a leap and a fall at the mercy of the wind.

There are competitors to beat and records to be broken. The sight of gold can only spur you on to want to rub snow in the faces of the other athletes!



- Getting a quick time in the Bobsled will be influenced by the run up. Once going, keep to the bottom.



- The Biathlon combines skiing and shooting. Hit the centre of the target to avoid penalty points.



- The Speed Skating is individual so it's just you racing against the clock. Why two-players can't compete together in an event like this is a mystery. This is why, though it's fun at first, after a while the gameplay falls rather flat.

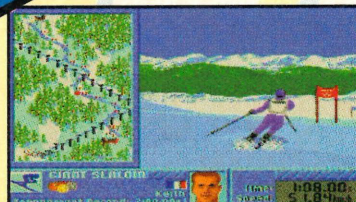
WINTER CHALLENGE

You probably remember the original *Winter Challenge* by Ballistic. This was reviewed in issue four of SEGAPro, and received a Proscore of 78%. Now Accolade have revitalised this sports simulation by giving it a budget label.

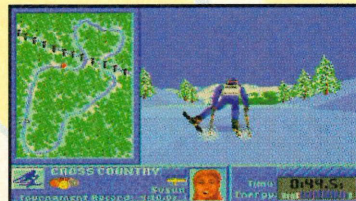
Winter Challenge should appeal to true fans of the winter games although many of the events are too similar. Bobsledding is the same as the Luge – only the craft you ride is different. Cross Country and Biathlon are also very similar, so using the same scrolling techniques for all the events on skis becomes tiresome as the courses are so repetitive.

You'll find the events challenging when you compete with up to ten mates, but after going through the events a few times it won't be long before the tournament records are smashed – leaving nothing else for you to do.

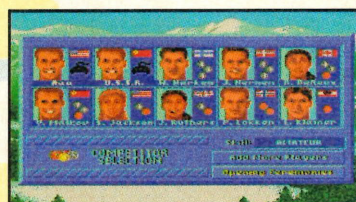
The impressive 3-D routine and presentation of the graphics make this appealing to begin with, but lastability is poor. You'll find little incentive to go on playing. Even the controls are too simple, especially since a batter between buttons A and B will clinch the speed-skating



- The Giant Slalom is tricky. You'll need to weave through the red and blue gates as you ski downhill.



- The cross country is really the Biathlon without the shooting. This requires a lot of button bashing.



- Every competitor has individuality. This is one of the many neat presentation screens.

record for you every time you play!

It's sad to think there is no simultaneous two-player options as this would be more challenging. Even the classic *Daley Thompson's Decathlon* used a split-screen so two-players could compete together.

Although *Winter Challenge* is only half the price of standard releases, you'll need to be a real fan of these Olympic style simulations to enjoy it. Graphically it is pretty impressive, but you'll find there's not enough here to keep you playing for long.

● Mark "snow-cruiser" Hill

PRO TIP When you are speed skating, tap buttons A and B alternately with two fingers. So long as you stay on the track the tournament record will be easily smashed.

MEGA DRIVE



WINTER CHALLENGE

WINTER CHALLENGE

ACCOLADE ● £19.99 ● OUT NOW
CART SIZE8Mbit
PLAYERS.....10
STAGES8
SKILL LEVELS.....3
FEATURESpassword
CONTACT
Accolade ● (081) 8770880

PROVIEW

NICK.....6/10
Not bad but not my kind of thing. Wait for *Winter Olympics*.
PETE.....5/10
This kind of button-bashing game leaves me cold.
JASE.....4/10
There are much better things to spend £20 on than this rubbish.

ACTION

STRATEGY

GRAPHICS 84%

▲ The 3-D perspective in all the events really puts you in the shoes of real competitors.
▼ Backdrops are disappointing as they all look the same during each event.

SOUND 68%

▲ It's good to hear the odd bit of sampled speech now and then.
▼ Music is poor and really should have been improved – especially during the opening

GAMEPLAY 72%

▲ There is a huge incentive to get the quickest times and longest distances to begin with.
▼ The whole thing gets very boring and repetitive after a while.

CHALLENGE 75%

▲ Password option allows you to save current records and positions for future reference.
▼ Why is there no simultaneous two-player mode for some of the events?

PROSCORE
73%

Winter Games is fun for a while, but after a few weeks this will end up in the attic collecting dust. No up to the standard of past 'games' titles.



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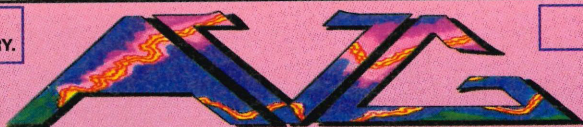
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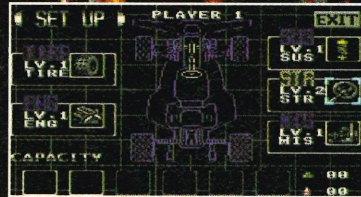
REVIEW

Hit the dirt for some real racing. Let the light go green then go for glory in a race around a series of buggy circuits that'll test your nerves to the limit. These guys are no rookies, never prepared to give an inch and always hungry for the extra cash awarded to the very best at the end of a race.

When the lights go green it's heads down all the way. The buggy racing is bumper to bumper stuff with deadly ramp-jumps and tricky slopes that just add spice to the dirt-circuit party. At the end of the day the top driver will undoubtedly own the top buggy because points mean cash and cash means upgrades!



The battle: A different type of game from the racing. The idea is to ram every other buggy out of the square.



Wheels, steering, tyres and suspension can all be upgraded to various levels depending on your skill rating.



The cash icons can be found on the circuits and could prove to be invaluable when it comes down to upgrading.

The racing concept of *Buggy Run* is very similar to *Off Road Racer*, a title that's been seen on just about every format imaginable. You have your series of race tracks built of mounds, ramps and rough ground just to put more skill into what would otherwise be a plain and very dull racing sim (like *RC Grand Prix* on the GG). The viewing angles of each circuit are also a lot more interesting (isometric) unlike *Double*

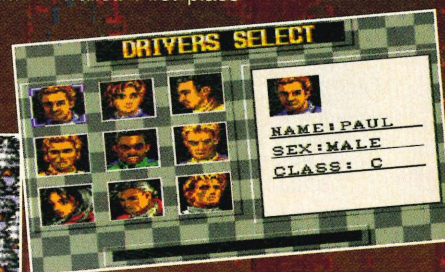
Clutch on the MD that uses that boring overhead view.

There are twelve tracks in all — each increasing in difficulty as you work your way from the ranks of beginners to the elite of experts. Circuits generally have the odd patch of rough ground, a few twisty spots and a few ramps and mounds. Later circuits allow you to choose a route at the junctions and take-off from high ramps that'll lift your buggy high in the air.

For a racing game of this type there are plenty of options to choose from. You can race with three computer controlled cars in the standard tournament or choose to play a head-to-head with either the CPU or a friend. There is also

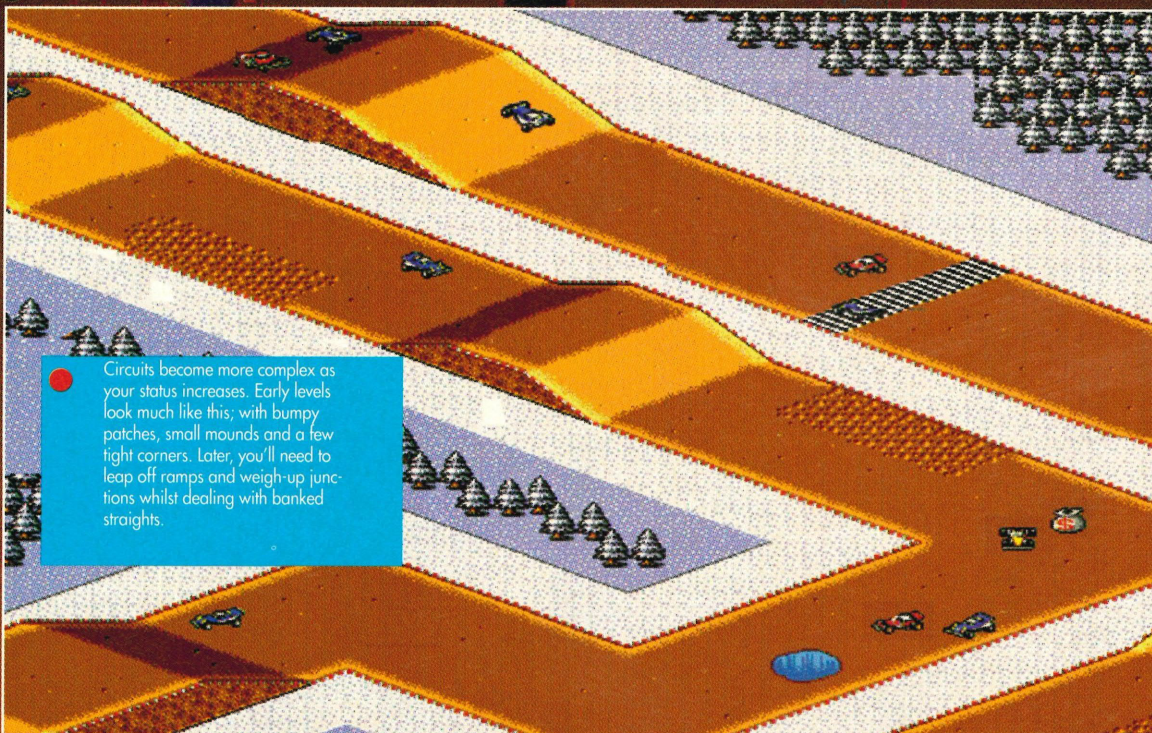
a time-trial run for the really uninteresting. If you thought the screen would split into two on the two-player mode you'd be wrong. What happens is, the racing circuits actually condense so that it fills just one screen. Now the race looks very much like *Off Road Racer* although the competition is just as addictive. There are four of these miniature circuits to choose from.

The cash element in *Buggy Run* is as vital as in real life racing. You can upgrade your car by purchasing parts at the shop by digging into a fat wallet. First place



There are four scenarios in all for both two-player and normal one-player race mode.

PROTIP Take every corner on the inside and you'll sail through the circuits. Just don't get caught out on the track edges as these can put you at a complete stop!



Circuits become more complex as your status increases. Early levels look much like this; with bumpy patches, small mounds and a few tight corners. Later, you'll need to leap off ramps and weigh-up junctions whilst dealing with banked straights.

BUGGY RUN



In two-player mode the circuit becomes a plan view so that the screen will not scroll and both players will always be seen. This is the water track so you'll have plenty of water jumping to control matched with a huge skiddy puddle.

will get you the dosh, fourth place will get you the pocket money. The dosh is what you need though as later levels need to be tackled with improved suspension, better tyres, bigger engines and solid steering. Cash can also be picked-up on the tracks now and then – but this is only a small sum so only first or second place will really do.



Controlling the buggies is easy to master as a simple left or right rotational control method is used – brakes are non-existent!

Buggy Run is fun, but – it's far to easy. You'll find overtaking easy by cutting into corners, and nitros will pull you comfortably ahead of the other racers. Even the mounds and bumps are easy to tackle – what

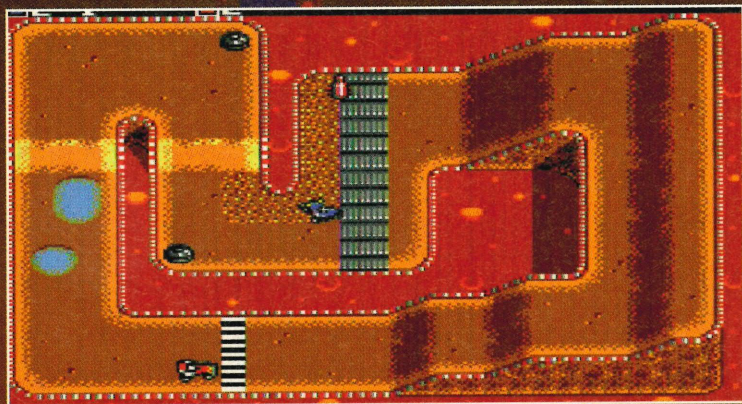


Here's the tune-up screen where you can decide how you wish your buggy to perform during a race.

a shame you don't run off the circuit or spin. It's a fun-packed dog-fight at first, but after becoming champion you'll be relying on the two-player mode to keep interest here.

For the MS this is impressive – the cart is 4Mbit and it shows. Sounds are okay although the roar of the buggies is better than similar samples in other racing titles. The separate buggy bash game provides a change in gameplay if you are looking for more action but the racing alone is a great deal of fun and very competitive. For thirty quid this is certainly worth a look.

● Mark "Buggy Boy" Hill



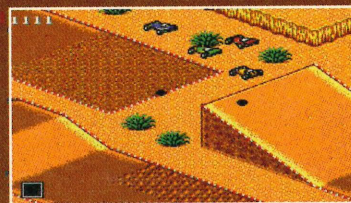
This is a one-on-one race between you and the CPU. The circuit is steep at one end and flat at the other be prepared for a tricky climb then a speedy descent. Watch the two puddles and a spot of rough ground too – they will slow you right down.



Mines can be laid down at any time during a race if you have selected them from the car set-up screen. These can upset the back-markers for a few seconds! Could be very useful in traffic jams.



Off the starting grid you'll usually get in front of the others. Get a good start for that first corner.



You see that blue buggy in the lead, storming off the ramp first, that's me that is, that's my best car...



In the shop you'll be able to purchase components to upgrade your car so long as you win the cash.

MASTER
SYSTEM

BUGGY RUN
PRESS START BUTTON
© 1993 SEGA



BUGGY RUN

SEGA ● £29.99 ● OUT NOW

CART SIZE4Mbit

PLAYERS.....2

STAGES12

SKILL LEVELS.....3

FEATURESpassword

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PROVIEW

NICK.....7/10
A nice racer but nothing that'll blow your gearbox.
PETE.....7/10
Fine, but on the whole I'd rather be playing *Micro Machines*.
JASE.....7/10
Wacky driving of an above average quality for most racers.

ACTION

STRATEGY

GRAPHICS

84%

▲ The buggies are drawn very well and move smoothly around the tracks.
▼ Sprites tend to flicker when they collide during a race; which looks untidy.

SOUND

80%

▲ The engine noises sound realistic and satisfying when they bomb around the circuits.
▲ In general there could have been more sampled sounds during each race.

GAMEPLAY

79%

▲ Controlling the tiny buggies is great fun and very challenging at first.
▼ You can't run off the track, spin or turn in the air which is rather sad.

CHALLENGE

75%

▲ Racing games like this in two-player mode are a barrel of fun – that's for sure.
▼ It won't be long before your wallet is fat, you've become champ and raced every circuit.

PROSCORE

79%

A challenging and very competitive buggy run across some circuits that'll test your nerve for sure. What a shame it's so easy to become champ.

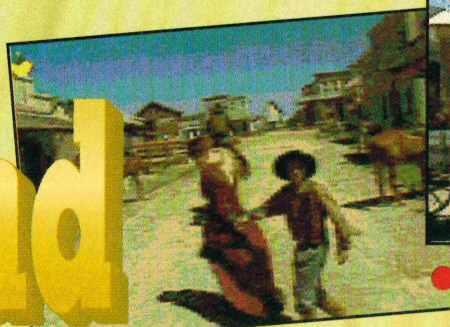


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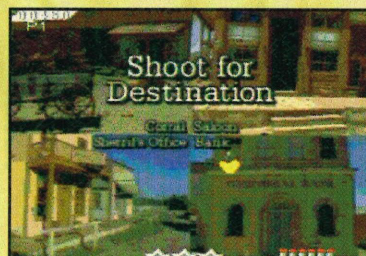
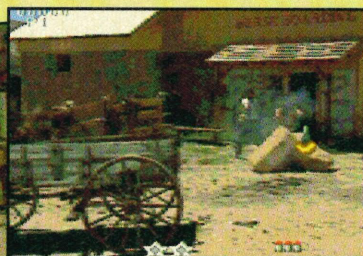
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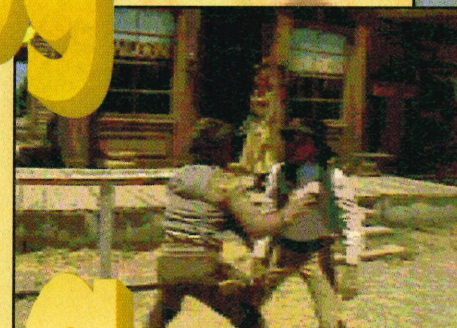
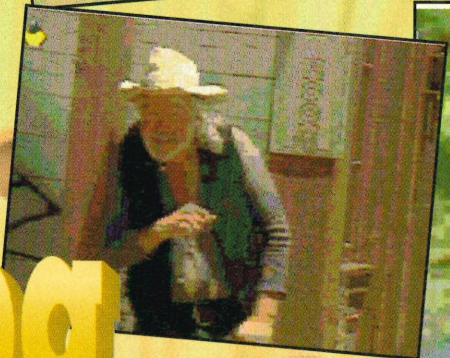
MEGA-CD



After a few insults from two guys hidden behind the gunsmoke, there's a third in the small window.



In the first section shoot where you want to go first. Clear the four stages and it's into the next area.



Go ahead cowboy, make my day. Another gunslinger who's out to kill you - don't you have the feeling you're not wanted around these parts. It's no good just standing there, do something or pay the price.



PRO TIP For a clear advantage when fighting one-on-one, repeatedly fire off-screen until the gun re-loads. Quickly aim at your opponent and you should walk away from the fight without a scratch.

Feared throughout the West as a relentless gung ho cowboy, Mad Dog McCree bears no grudges, he simply kills anyone that dares cross him. A gang of criminals has joined Mad Dog to make this bunch of hoodlums reputations notorious and unchallenged. You need to pull yourself together, and with the help of an old prospector, take on the unsightly posse.

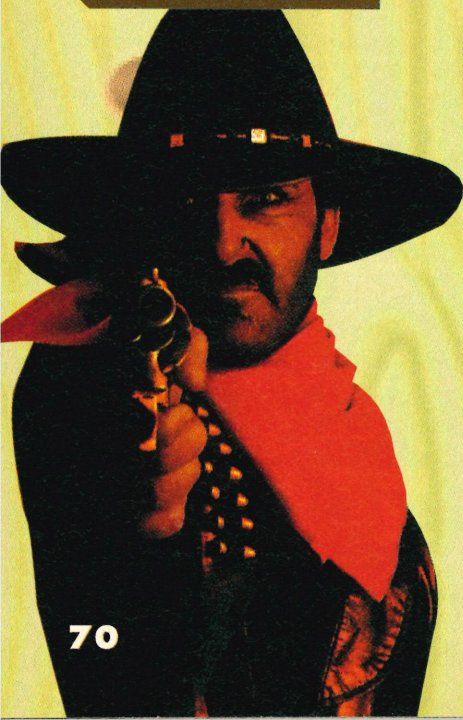
"The sheriff has been imprisoned in his own jail, so rescue the sad deputy and clean up that town," shouts an old man. "What did you say? The Sheriff's been imprisoned in his own jail? I'm gonna get that Mad Dog if it's the last thing I ever do!" That's the spirit young man, but beware, it won't be easy. A showdown with Mad Dog McCree awaits - presuming you're up to the challenge.

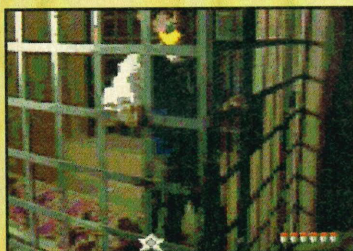
American Laser Games are now branching out onto the Mega-CD, and just the thought of playing against the fastest gun in the West is a tempting proposition. Will Mad Dog find his way into every games-playing household, or is he just an arcade amusement? The Wild West is about to spread its wings from award-winning coin-ops to Sega's CD-ROM.

Ya hoo! Mad Dog casts a frightening glare as the intro screens transport you into Tumbleweed County. There's no escape. This is the showdown and a six shooter is your only means of defence. The options of joystick, mouse, Menacer or Game Gun accessory accompany the three levels of difficulty.

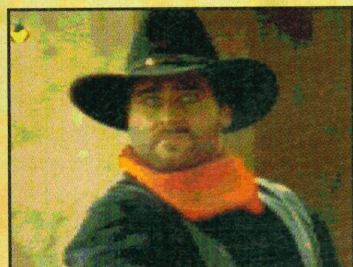
The basic idea, for those who haven't played the arcade version is to wander around a Wild West town shooting people on screen with your gun and saving the day in true Western fashion.

The translation of sound from the original is superb with everything crystal clear and audible - none of those uncertainties with text boxes at the bottom of the screen. Turn the volume up and you're transported

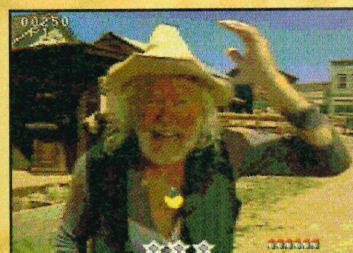




● What's that, you want me to let you out? You've got to be joking partner, you're the sheriff, you get out.



● Enjoy coming face-to-face with Mad Dog McCree... It won't last long. He's the fastest gun in the west.



● I can't take it! You ain't going to make a gunslinger in this lifetime. Go home and be a family man.



● Even if you were quick enough to shoot these three cowboys into next week, you're still going to lose a life. This is a death sequence after going the wrong way. Expect to stumble across several of these throughout the game.



● If you don't come up to the required grade, you're dead meat. This is the undertaker and he'll tell you how close you are to death. The stars at the bottom are your lives, so be warned, they don't last very long.

into the rough, tough world of gun slinging and hard living. And, for a change, the bullet FX really do sound like the real thing. If only the graphics were of a similar standard.

And it is this problem with the graphics that is the weakest attribute of *Mad Dog McCree*. Poorly presented FMV often looks to be nothing but a blur and some of the characters you're supposed to shoot are practically impossible to distinguish. The structure is there, but the presentation is well off target, leaving it comparable with early Mega-CD titles such as the *Make My Video* range. If you've seen or played the arcade machine you'll understand why this is such a bitter disappointment.

Due to the poor graphics you begin to wonder if the Mega-CD was up to the job in hand. Passing the blame onto the hardware would be the easiest solution, but after seeing Sony Imagesoft's *Ground Zero Texas* it seems that part of the problem lies with American Laser Games. If they'd opted for a smaller playing screen *Mad Dog McCree* could have been vastly improved. So, the visuals are not as hot as expected, but how does the

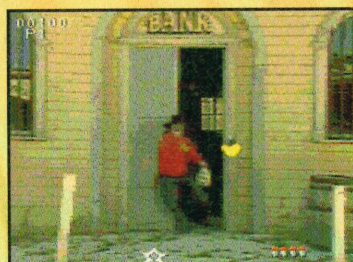
gameplay compare?

Reload by firing away from the screen, take aim, fire and blow that bad guy away. Boring, I hear you say, but unlike *Lethal Enforcers* you have more control on the direction of play. Shoot the signpost and enter Mad Dog's hideout or trek on to locate a secret map. Take a wrong turn and you could be showered in a hail of bullets with no escape.

Intermittent target practice with the old prospector throwing bottles into the air to gun down is a neat extra. Bonus points for hitting designated targets and various 'glory' screens add to the good overall presentation.

If you own a Mega-CD and enjoyed playing *Lethal Enforcers* this may persuade you to part with your cash. There's another toy gun to add to the collection and this time the people you're gunning down are more realistic. The sound and gameplay of the original arcade machine is all there, but graphically *Mad Dog McCree* isn't going to gain mass approval. Nevertheless, a fine piece of CD target practice for everyone to enjoy.

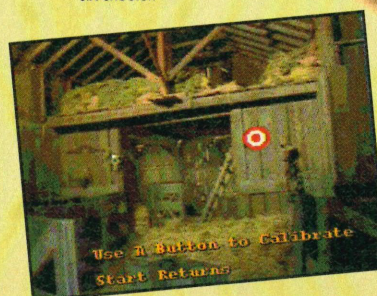
● Jason "loaded" Johnson



● A real pity about the graphics: Is that a mask over your face or is it a block of grey colouring?



● Now you're one foxy babe an' I'll bet you know how to handle a real six-shooter.



MAD DOG McCREE

A.L.G. ● ETBA ● OUT NOW

CD ACCESS...medium
PLAYERS.....2
STAGES.....n/a
SKILL LEVELS.....3
FEATURESgun
CONTACT

A.L.G. © (0101) 5058801717

PROVIEW

NICK.....7/10
The blurry graphics spoil it for me – I preferred *Lethal Enforcers*. Still, not bad.
PETE.....8/10
Mad Dog is one of the most playable CD videogames to date.
COLIN.....9/10
If you enjoyed the arcade game, this is an almost exact conversion.

ACTION

STRATEGY

GRAPHICS 79%

▲ Continuous Full Motion Video and real life actors; just like the arcade coin-op.
▼ The poor resolution is downheartening. We can only assume the hardware isn't up to it.

SOUND 88%

▲ Expertly recreated sound FX and music from the original Laser Disc game.
▲ The lack of captions caused by the clear speech makes a refreshing change.

GAMEPLAY 86%

▲ Choosing from games of a similar style this features the most addictive gameplay.
▼ If you don't like violent games (so who doesn't?) with toy guns, stay away.

CHALLENGE 78%

▲ Three difficulty levels to choose from and a reasonably set learning curve.
▼ Memorise the positions of the gunslingers and you could find things too easy.

PROSCORE 83%

You cannot miss the poor quality graphics that are somewhat disappointing, but underneath this is an extremely fun game.

REVIEW

Remember the original *Tetris*? Everyone has heard of it and no doubt most have played it. The idea of dropping a series of different shapes into place like a jigsaw whilst clearing as many lines as possible out of the way proved to be a simplistic yet highly addictive style of gaming. Since *Tetris* we have seen many similar releases, namely the 3-D version called *Block-Out* and the more popular *Columns*. Now the Japanese have brought out *Puyo Puyo*, a game again similar to *Tetris* although this time the gameplay is a lot faster and the challenge even greater as you are playing against either a CPU or a human opponent.



If you're an experienced player you can begin on level four, but there's also a trainer for beginners.

PROTIP Try to bunch colours closely but make sure you don't string four blobs together too early. Wait for the right colours to fit into a slot that'll give you a doubler!



Here on stage one you are close to getting the doubler. If you can bunch more green blobs next to the two yellow pairs then the black blobs will explode and the yellow and green will fall into those point-scoring fours!



Sega's Mean Bean Machine is in fact *Puyo Puyo* with English text and a new Sonic-ish intro!

PUYO PUYO

You've probably seen *Puyo Puyo* in the arcades (if you are the arcade-dwelling type). The game is structured around *Tetris*, although this time there are two drop-columns on the screen as this is very much a two-player game.

Instead of rotating a series of different shapes you must guide cute little blobs down the column. They travel down the screen in pairs and every time you fit four together they'll disappear leaving you more space to build-up more strings of four. Of course if you string more than four together then it's a bonus, but you'll score the highest points if you can get two set's of four in one go. This will cause a series of black blobs to drop into your opponent's column, leaving him with even more work to do! The concept is much like Connect-Four without diagonals scoring. You may either fit the blobs together in a block, a straight line or a staggered shape. The hardest part about this is the fact that once



Look closely and you can see the string of four blue blobs that will give you your first points.



Each level gets progressively faster. You'll also find computer opponents will play a more complex game.

you've put four together, they'll need to be the same colour. The blobs drop in random colour combinations so it takes a lot of brain power to work out how you can drop a pair of blobs so one colour will clear a string of four or more, and then that clearance will clear another four respectively for the doubler. If you get the treble or more then loads of black blobs will drop into your opponent's column!

Puyo Puyo, like *Tetris*, is very addictive. You have the option to challenge the computer or thrash it out with a mate over a selected number of rounds. Quick-thinking is essential – particularly as each level gets faster and faster! The graphics are smooth and crisp and the challenge is huge. The only minor flaw is the lack of visual variety in the levels. Playability is huge – you're likely to be shouting *Puyo Puyo* in your sleep by the end of the day!

● Mark "bloppy" Hill

MEGA DRIVE



PUYO PUYO
IMPORT ● £39.99 ● OUT NOW
CART SIZE8Mbit
PLAYERS.....2
STAGES10
SKILL LEVELS.....2
FEATURES.....password
CONTACT

Video Games Centre
☎ (0202) 527314

PROVIEW

PETE8/10
An addictive and challenging puzzler. Easy to get hooked.
JASE9/10
The ultimate one or two player puzzle game!
COLIN7/10
An immediately appealing, simple little game.

ACTION

STRATEGY

GRAPHICS 84%

▲ The cute little blobs and ordered backgrounds fit the spirit of the game well.
▼ Levels lack a variety of backgrounds and only re-work the same graphics.

SOUND 88%

▲ Good sound effects including some wacky sampled speech! Nice tunes too.
▼ If you don't like Japanese style music you might find the sounds annoying.

GAMEPLAY 88%

▲ The pattern of play is different on every level so you just never know how well you'll do!
▲ The incentive to get the doubles so you can black-blob your opponent is huge!

CHALLENGE 90%

▲ After a bit of practice the challenge to try increasingly harder levels is immense!
▲ Computer opponents will challenge you with complex patterns of play.

PROSCORE 89%

Puyo Puyo, like *Tetris*, is instantly addictive and very challenging with two players. Ideas may be simplistic but the incentive to learn the best strategies is huge.

SEGA *XS*

GOES APE!

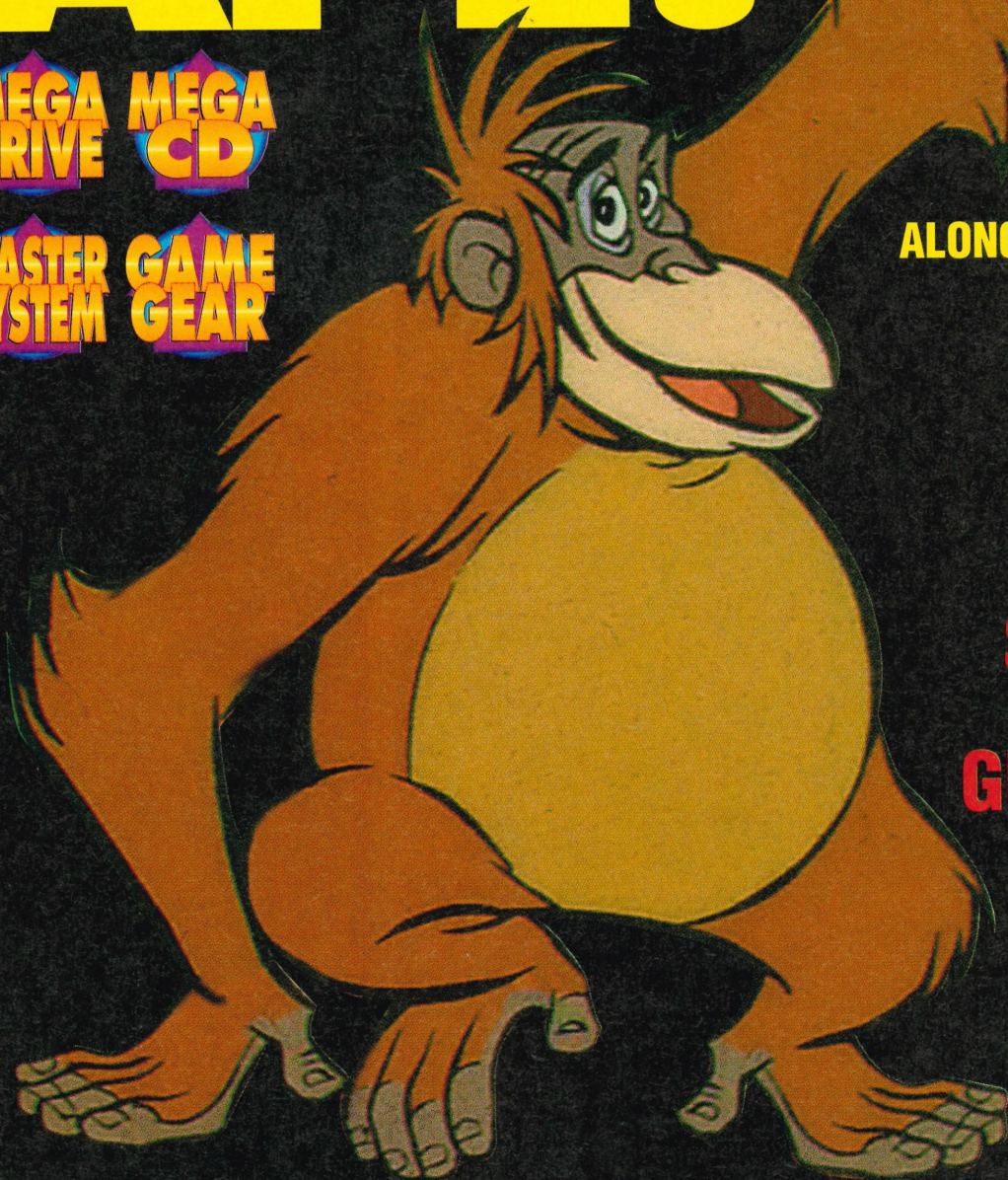
MEGA DRIVE MEGA CD

MASTER SYSTEM GAME GEAR

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TERMINATOR
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THUNDERHAWK
SONIC SPINBALL
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GUNSTAR HEROES
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and cheats!

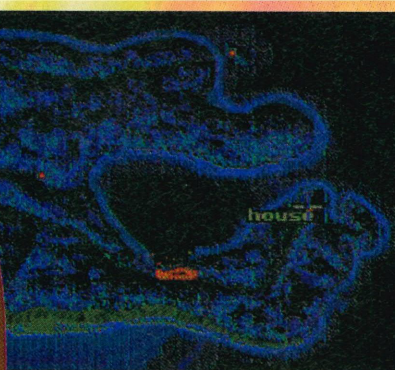


REVIEW

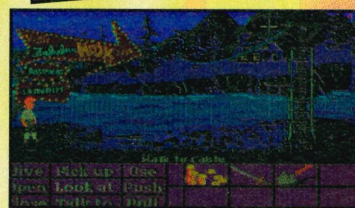
THE SECRET OF MONKEY ISLAND



There's nothing like a welcoming cup of tea and biscuits from an old pal. Move the cursor to where you want to go and Guy will trundle along until he reaches it. An interesting conversation is in the air...



This is your guide to the island and there are various difficult obstacles waiting for you.



Swing from one side of the river to the other and you'll arrive at a nice little house.



Follow the psst and this is where you'll end up. Confusing, eh? not half as much as the point 'n' click.



Shop until you drop inside a store of delights for the trainee pirate. Swords, maps, we got 'em!

"Welcome to the Port of Meelee", hails the bearded pirate with a patch over one eye. "It's not a good time to be visiting the Port of Melee, so tread with care." The wind blows cold as a ship bearing the infamous Jolly Roger creeps into port. The atmosphere is set as treacherous adventuring and villainous deeds prevail; this is no place for nervous land-lubbers!.

You are a fearless adventurer known as Mr. Guybrush Threepwood, in Lucas Arts' adaptation of a classic computer adventure game. *The Secret of Monkey Island* received rave reviews from specialist press in the early eighties and now the first Sega version is finally available - Jason Johnson makes it walk the plank.

It is immediately apparent that not enough effort has been put into tailoring this release for today's market, but then again old-time classics on computer can rarely hold their own against modern console games. The graphics, gameplay and sound are all the same as the original. The overall difficulty level keeps its head above water, but there is nothing to entice a new following into losing themselves in *Monkey Island*.

Taking these values into account nothing in this release stands out as exceptional. A RAM save has been included but this in itself becomes a problem as items in your inventory mysteriously vanish! - a serious flaw. Even the game's stupendous wit and humour go to waste when simple options like this operate inadequately.

A point-and-click interface has been included to control Guy's decision making, etc. You talk to various characters to learn and progress, but the overall feel is somewhat deflated by the fact that this kind of play is nothing new to Sega gamers. The graphics are minimally animated and there is nothing here that couldn't have been done on a cartridge.

A big 'thank you' goes out to Lucas Arts Entertainment for finally releasing the Mega-CD version of a classic adventure. Unfortunately, apart from the fact you can finally play *Monkey Island* on a Sega format, it has very little in its favour. At the least we expected a lavish introduction and sampled speech, but this is practically a direct carry-over from the computer format and only offers some nostalgic memories.

● Jason "nickel and dime" Johnson

PRO TIP Explore the bar and you will arrive at a table with three pirates. Talk to them and they'll advise you on how to go about your adventure. The kitchen hides one or two items to add to your inventory and so does the bird outside.



THE SECRET OF MONKEY ISLAND



THE SECRET OF MONKEY ISLAND
LUCAS ARTS ● £49.99 ● OUT NOW
CD ACCESS.....slow
PLAYERS.....1
STAGES.....4
SKILL LEVELS.....1
FEATURES.....save
CONTACT Video Games
Centre ☎ (0202) 527314

PROVIEW

NICK.....7/10
Not a patch on the Amiga version, but reasonable entertainment anyway.
PETE.....7/10
Awkward controls really spoil what could be a good release.
MARK.....6/10
A straightforward adventure that doesn't use the capabilities of the Mega-CD.

ACTION

STRATEGY

GRAPHICS 43%

▲ Pretty backgrounds with a particularly intense amount of detailing.
▼ For a state-of-the-art machine the graphics are not up to standard.

SOUND 37%

▲ Subtle pirating music accompanies you throughout the game.
▼ An omission of speech lets the whole game down enormously.

GAMEPLAY 57%

▲ You can find yourself endlessly chatting away to the dog or fellow pirates.
▼ The tedious point-and-click routine can become extremely tiresome.

CHALLENGE 79%

▲ This is a very big adventure that will take you weeks to fully explore.
▼ If you're not an adventuring wizard you could find things just a little too difficult.

PROSCORE 61%

As an adventure game in itself this is very appealing, but considering it uses Mega-CD technology there is so much more that could have been included.

TSB

COMPO

WIN

AN AMAZING MEGA DRIVE!



Now why would a SEGAPRO reader want a Mega Drive, eh? Half our readers already have one... but there's a whole load of you that don't! So now's the time to get your sweaty hands on one of the 16 bit marvels – for free!

Even better, the guys behind this promotion are our fave bank the TSB (the Editor himself has an account with them – bow, scrape). So in the hope of reduced SEGAPRO bank charges, check out this excellent prize!

You see, the TSB are a kind-hearted bunch. Not only are they dead friendly and producers of relatively decent adverts (for a bank) but they're supporters of charadee too! If you fancy a totally exclusive poster of our mate Sonic, then get down to your nearest TSB branch NOW with at least £1 clutched in your sweaty palm. There are two of them to choose from (you can always have both if you cough enough dough up) and the whole quid will go to the NSPCC and RSPCC, charities that protect children. So what the devil are you waiting for?! (Oh, you don't need to buy these posters to enter the compo... but we hope you will anyway!).



TO WIN THE MEGA DRIVE...

...just answer these blindingly obvious questions

1. 'TSB' stands for what three words?

- a) Trustee Savings Bank
- b) Terrific Solid Blokes
- c) Trustworthy Slogans Boys

2. What is the TSB's advertising slogan?

- a) Washes Whiter Than White
- b) The Bank That Likes To Say Yes
- c) The Listening Bank

3. What is the difference between a Bank and a Building Society?

- a) Robbers prefer holding up Building Societies
- b) Building Societies are owned by their account holders
- c) They're spelled differently

Now rush the following coupon to:

**Bank Raid compo,
SEGAPRO,
Paragon Publishing,
Durham House,
Old Christchurch Rd,
Bournemouth.**

TSB COMPO

1
2
3
NAME
ADDRESS
TEL

Only one entry per person. All employees of the TSB and Paragon are forbidden to enter this compo. (Don't know why, but every other compo has it on). All entries must reach us by 1 February. The winner will be the person who, in the Editor's opinion, answers the questions correctly. No correspondence will be entered into. The Editor's decision, such that he's able to make one, is final.

Walk into any high street store and head into the computer games section. What do you see? Exactly the same as you saw in the last one! If you want something a little more exciting, just as if you were looking for an obscure record, specialist shops are the only answer.

Importers of Japanese and American games have been fighting a losing battle against Sega for months. How are they supposed to make a living with the difference between release dates and their official counterparts rapidly decreasing? Game locking devices, the strength of sterling against the Japanese Yen and a limited market have all played their part in the decline.

Jason Johnson investigates... the import market.

In-Store successes

Phil at AJM commented "a youngster walks out of a high street shop such as the Virgin Mega Store with a warm glow after buying the latest release" and that's the appeal of high street stores. Multi-million pound operations located around the country like Game and Future Zone are making the big bucks. Dixons and Rumbelows may be more 'parent friendly' but their slice of the pie is rapidly being eaten away.

Mega Mania, Camberley

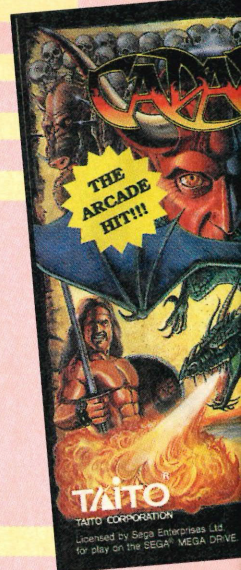
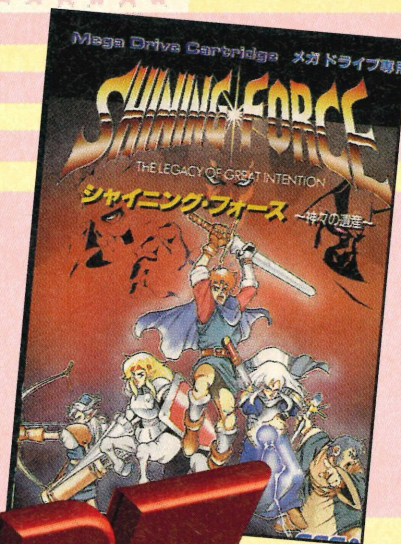
☎ (0276) 678418

The beer guzzling guys at this friendly shop are so excited about the latest CD-ROM technology they have been the main target for Panasonic's 3DO distribution in the UK. If there's anything you want to know about this machine, or if you're interested in placing an order, call Mark.

Apart from this they're specialists in official titles with a strong sideline in import Japanese and American games. They are very pleased with the service Sega have given them, but as far as the 32-bit machine a few question marks are on their minds. "How can it stand up to the 3DO?" they ask, "and is it just another piece of hardware to gather dust like the Mega-CD?"

Mark – the resident techie – will advise you on any hardware information you aren't too sure about and Neil may help you through the later levels of that 'darned' game. One of the better retailers in this town.

Mon-Sat 9:00 – 6:00
Sun 10:00 – 4:00



IMPORT GAMES

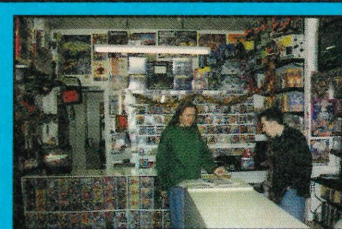
Playing with Sega

The consensus from importers is that they are treated fairly by Sega and have nothing detrimental to say towards them. One or two shops run shelves of official releases alongside selected imports. Some have spoken out, claiming Sega "never have the latest games in stock." Strong words, but is the public prepared to spend extra money on anti-lock devices to play import games?

The safest option, and more often the cheapest, is to wait for the official release. But the importers argue that sought after titles are available on their shelves earlier and certain games, such as *J. League Pro Striker*, never make it onto Sega's European release schedule. The decision is yours, but remember the pros and cons, and most importantly, the financial element. If you want the latest gear you've gotta pay for it!

Specialist treatment

So, how do the small, specialist stores hope to compete? Discounted software, an extra wide range and



Video Games Centre, Bournemouth

☎ (0202) 527314

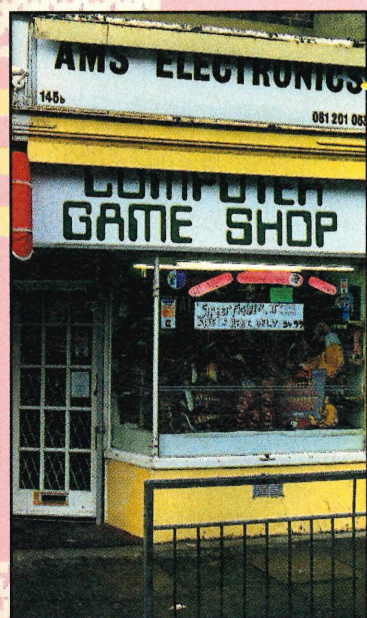
A leading import game store in the South West with titles such as *Eternal Champions* and *Puyo Puyo* gracing their shelves. Part exchange is welcome and those elusive Japanese titles could well be found here in one of the widest software ranges anywhere. Helpful staff experienced on all console formats are at hand. Games genius Andy and tech-spec Martin (who's the boss) will be glad to help. Repair and conversion service available.

When asked how they see the new future of console entertainment Martin commented: "The Sega 32-bit is the machine of the future with the latest arcade games being developed for this machine, and that's what everybody wants." A valid point we thought.

Anything new from across the ocean will be on sale in this store – even the Activator and Sega VR will be on sale; and it's only a stone's throw from the Paragon offices!

Mon – Sat 9:30-6:00

guaranteed expert opinion is their ammunition. These are the shops where console-loving games players hang out, waiting for the latest release and, more often, to try the game before parting with hard-earned cash. We took a closer look at the best specialists in the UK.



AMS ELECTRONIC GAMES

AMS, London
 ☎ 081 201 0535

The ever friendly Marc will gladly guide you through his latest imports

with American CD games towering to the ceiling and all the official titles you could dream of. Very helpful, very techie and an all-round nice guy to deal with, you've just got to give him a call.

Marc is no longer dealing through Sega as they have cut down on small shops and are more into the larger chain stores. He is uncertain of Sega's future with the Mega-CD, but he expects that anything giving arcade-quality games will win the 32-bit revolution. An interesting point he made was compatibility. "Sega will be creating problems for themselves unless the 32-bit is compatible with previous software" commented Marc.

Marc also states: "The current hype is just unbelievable and the CD-32 is a piece of plastic not designed for the future, but for the consumer with a blind eye on the rest of what's out there." I have to agree on this, but Commodore may prove us all wrong with standard setting software early next year. Marc gives Sega the benefit of the doubt and expects the Mega-CD to last until Summer '94, but unless the quality of the software vastly improves soon it's not going to keep up with strengthening competition.

Mon - Fri 10:00 - 7:00

Dream MACHINES

Dream Machines, Hartlepool

☎ 0429 869459

This is an import shop with a difference as they not only deal with the public, but trade enquiries are welcome too. Friendly, informed staff with Lee as their resident techie genius are sure Sega's 32-bit machine will be the hardware of the future. Another point they made was that they're far from impressed with the current competition.

This shop is one of the best there is and a sure bet for any elusive Japanese or American game you may be searching for. Barbara, a bubbly and fun sort of person, will guide you around their best buys. What more could you ask for?

Mon - Sat 9:30 - 5:00

Where do you mail order import games and where can you shop until you drop for the latest Japanese and American carts? This list covers the whole of the United Kingdom and there could be another shop or mail order specialist near you. If there is an importer you know of that you'd like to recommend call Jason at SEGAPro (4-6pm) and he'll be more than happy to chat about including them in a future listing.

ACE, London

☎ 071 4391185

AJM Software, Manchester

☎ 061 707 7230

AMS, London

☎ 081 201 0535

AVG, Norfolk

☎ (0553) 692415

Console Plus, Dewesbury

☎ (0532) 500445

DC Video Games, London

☎ 081 640 8692

Dream Machines, Hartlepool

☎ (0429) 869459

Future Soft, London

☎ 071 359 4126

Games Master, Bournemouth

☎ (0202) 549721

In Arcadia, London

☎ 071 404 2338

Krazy Konsoles, Halifax

☎ (0422) 342901

KT Consoles, Caithness

☎ (0847) 66949

Lansdowne Computers, Bournemouth

☎ (0202) 556535

Mega Bytes, Surrey

☎ 081 335 4224

Mega Mania, Camberley

☎ (0276) 678418

New Age, London

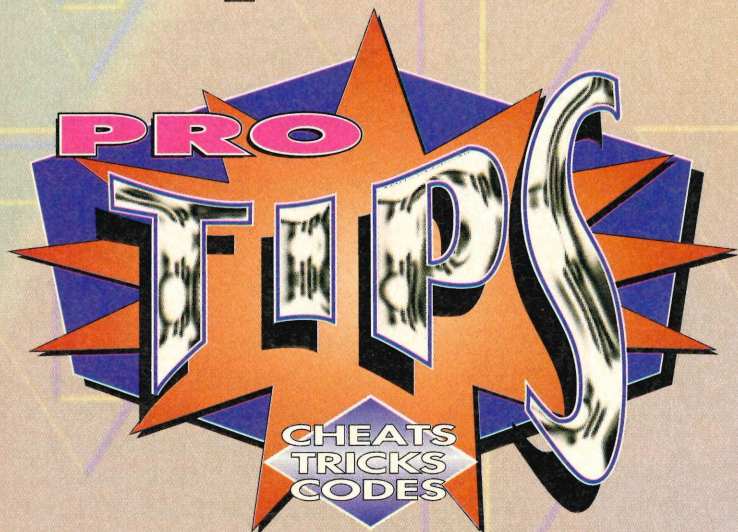
☎ 081 767 2575

Video Games Box, New Milton

☎ (0425) 616705

Video Games Centre, Bournemouth

☎ (0202) 527314



THE BEST. HINTS, TIPS AND PROBLEM SOLVING FROM THE WORLD'S TOP SEGA PLAYERS!

Thankyou to everyone that wrote in this month. Sackfuls of post have landed through the letter box and without you the tips wouldn't be half as good. Darren Wells from Newark is the lucky cartridge winner this month for a comprehensive guide to Domark's smash hit racing sim *FI*. Keep on sending your games busters to Jason at:

ProTips, SEGAPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

IT'S A WINNER!

Jason's new tips section now has even more SEGAPro goodies up for grabs. The reader that sends in the best tip for their specific format will win a cartridge or CD of their choice. All other tips will be put into a free prize draw, the winner receiving a bundle of SEGAPro goodies!

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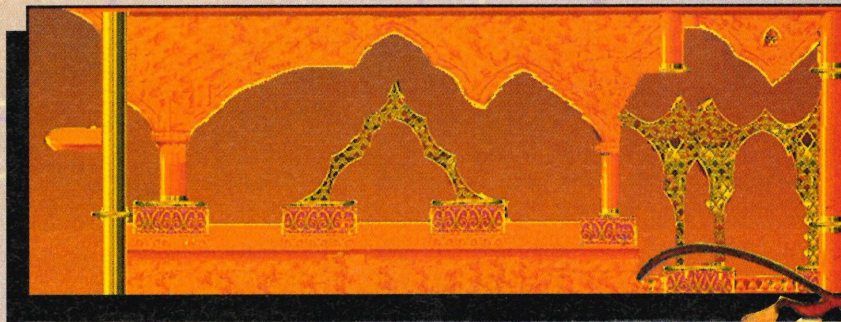
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ALADDIN

LEVEL SKIP

To skip a level at any point in the game press start followed by ABBAABBA.

EXTRA LIFE

An extra life is waiting to be found in the second level. Walk RIGHT until you come across a washing line with what looks like Mickey Mouse's ears drying out. Stand still and Aladdin will sway to and fro. After a few seconds you will be rewarded with an extra life.

David Perry, (Programmer)

BULLS VERSUS BLAZERS

KNICKS		PISTONS	
OAKLEY FORWARD 34		RODMAN FORWARD 10	
MCDANIEL FORWARD 32		WOOLRIDGE FORWARD 6	
EWING CENTER 33		LAINBEER CENTER 40	
JACKSON GUARD 13		THOMAS GUARD 11	
WILKINS GUARD 21		DUMARS GUARD 4	

PASSWORDS

Use these to find your way into the finals with any team:

LAKERS

Quarter Finals ILZBBBBF
Semi Finals ILXBBBBD
Final ILOBBBBD
Championship ILWBBBBB
HEAT
Quarter Finals Q4ZBBBBQ
Semi Finals Q4XBBBBM
Final ILOBBBBD
Championship Q4WBBBBD

PISTONS

Quarter Finals KSZBBBBB
Semi Finals KSXBBBBB
Final KSOBBBBB
Championship KSWBBBBB
BULLS
Quarter Finals PXZBBBBF
Semi Finals PXXBBBBD
Final PXOBBBBD
Championship PXWBBBBB
SUNS
Quarter Finals #ZZBBBBL
Semi Finals #ZXBBBBQ
Final #ZOBBBBT
Championship #ZWBBBBF

PACERS

Quarter Finals DOZBBBBG
Semi Finals DOXBBBBJ
Final DOOBBBBK
Championship DOWBBBBB
CELTICS
Quarter Finals GNZBBBBB
Semi Finals GNXBBBBN
Final GNOBBBBM
Championship GNWBBBBD

JAZZ

Quarter Finals MVZBBBBN
Semi Finals MVXBBBBT
Final MVOBBBBR
Championship MVWBBBBF

KNICKS

Quarter Finals IJZBBBBB
Semi Finals IJXBBBBB
Final IJOBBBBB
Championship IJWBBBBB

CLIPPERS

Quarter Finals CZZBBBBN
Semi Finals CZXBBBBT
Final CZOBBBBR
Championship CZWBBBBF

METS

Quarter Finals Z8ZBBBBB
Semi Finals X8XBBBBB

Final X80BBBBB
Championship X8WBBBBB

BLAZERS

Quarter Finals SBZBBBB7
Semi Finals SBXBBBB7
Final SB0BBBBY

Championship SBWBBBBH

CAVALIERS

Quarter Finals MDZBBBBH
Semi Finals MDXBBBBK
Final MDOBBBBJ

Championship MDWBBBBB

SPURS

Quarter Finals CGZBBBBR
Semi Finals CGXBBBBL
Final CGOBBBBN

Championship CGWBBBBD

WARRIORS

Quarter Finals C6ZBBBBB
Semi Finals C6XBBBBN
Final C6OBBBBM

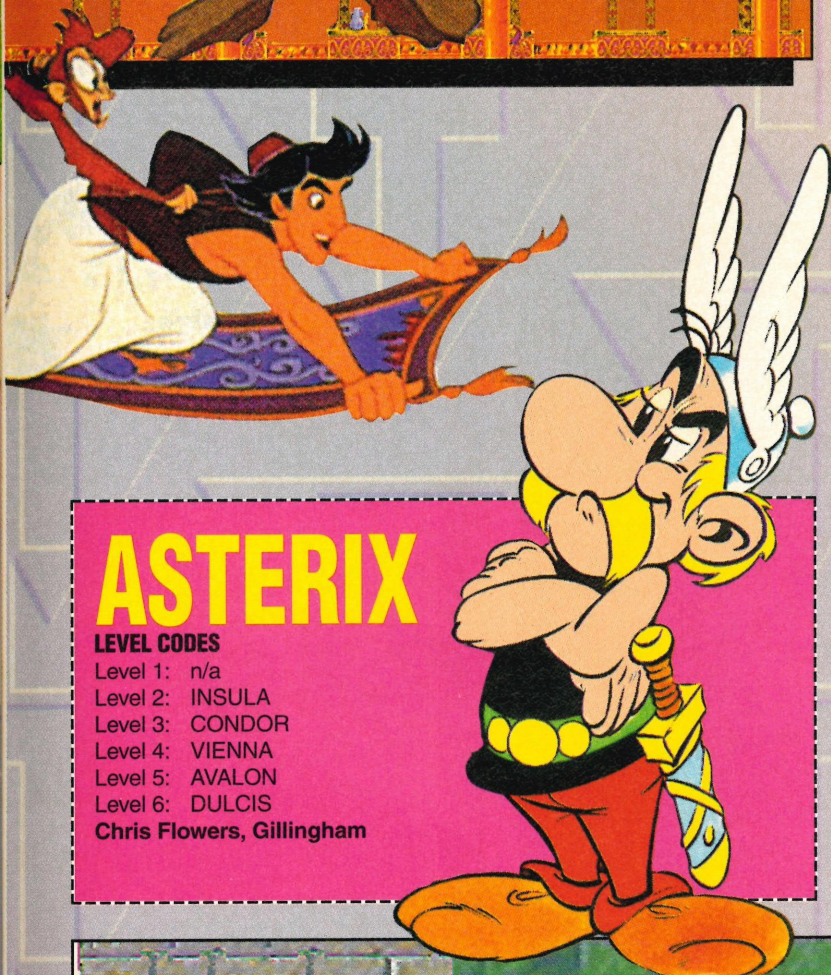
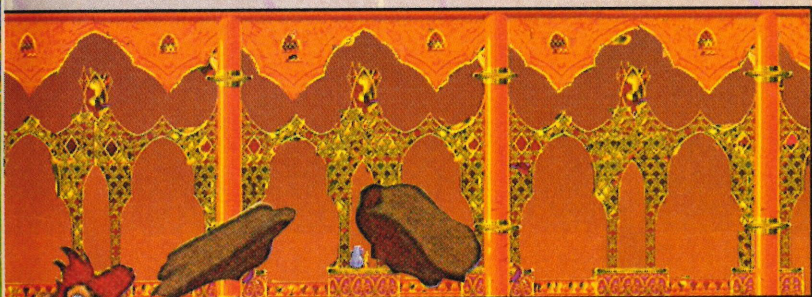
Championship C6WBBBBD

SUPERSONICS

Quarter Finals 6QZBBBB3
Semi Finals 6QZBBBB3
Final 6QOBBBB1

Championship 6QWBBBBG

W Tannock, Fife



ASTERIX

LEVEL CODES

Level 1: n/a
 Level 2: INSULA
 Level 3: CONDOR
 Level 4: VIENNA
 Level 5: AVALON
 Level 6: DULCIS

Chris Flowers, Gillingham

JOE MONTANA '93

PASSWORDS

Change the two X's of each password to correspond to the team you want to use.

Quarter Final.....	XXWW???CDF
Semi Final.....	XXWX???FDF
Super Bowl.....	XXWY???KDF
Falcons.....	BB
Bills.....	CC
Bears.....	DD
Bengals.....	FF
Browns.....	GG
Cowboys.....	HH
Broncos.....	JJ
Lions.....	KK
Packers.....	LL
Colts.....	MM
Chiefs.....	NN
Oilers.....	PP
Raiders.....	QQ
Rams.....	RR
Dolphins.....	SS
Vikings.....	TT
Saints.....	VV
Patriots.....	WW
Giants.....	XX
Jets.....	YY
Eagles.....	ZZ
Cardinals.....	00
Steelers.....	11
Chargers.....	22
Seahawks.....	33
49ers.....	44
Buccaneers.....	55
Redskins.....	66

W Tannock, Fife

ECCO THE DOLPHIN

CONTROL BIG BLUE

There is a slim chance that this tip actually works, but should you find it doesn't please do not phone me up and say "that Ecco tip is a pile of dolphin's droppings!" Someone ran into the office and told me about it, but said they couldn't guarantee its reliability.

Play through to level 10 and float by the blue whale. Press UP, A, DOWN LEFT, B LEFT, C, C and DOWN. Now you can control the whale and happily swim around the vicinity.

A Screaming Lunatic, Paragon Publishing



F1 RACING

COMPLETE PLAYERS GUIDE

As a special treat for all *F1 Racing* fans I've been sent a complete guide to everything you could possibly need. The courses, cars and even the drivers have been explained in glowing detail by Darren Wells from Newark. Give us a call on ☎ (0202) 299900 and tell us which cartridge you would like Darren. Well done!

GENERAL HINTS AND TIPS

- The computer cars always go into the pits at the end of the third lap, so try breaking away around the end of the third lap.
- When qualifying set your car to the settings below:
E - Brakes E - Engine
E - Wing A - Handle
E - Tyre E - Sys
You will now blaze around the circuit with top speeds.
- Try and keep to a race lane.
- When on the test course practise a lot because your time decides which car you will be given.
- You will always catch other drivers when cornering.

THE DRIVERS

Use the driver's rating guide (score out of 10) to see who is the best of the best from a wide range of F1 participants.

McLaren

A. Senna10

G. Berger8

Ferrari

A. Prost9

J. Arega7

Williams

N. Mansel6

R. Poles9

Tyrrell

S. XXXXXX8

S. Mobena7

Banetton

N. Piquet7

R. Merone6

Jordan

A. D. Chisa7

B. Gachon5

Scudavia Pasta

E. Pello2

J.J. Loto3

Minerbi

P. Matina5

G. Mordel1

Lutos

M. Hakine4

J. Harber3

Liyton Horse

M. Gugemi1

I. Copely5

Rarrouse

E. Bernar1

A. XXXXX8

Ligeir

T. Booten4

E. Cenas4

Brabran

M. Brinble6

M. Blinboo1

Footwork

M. Albone1

A. Coffee1

ACS

G. Torqui3

F. Balbat2

THE CIRCUITS

What with 16 circuits to race on a little preliminary training goes a long way. Read through the track specs below try them out before entering a Grand Prix.

USA

This is the hardest course. It has very sharp corners, be sure to have a lot of practise before racing.
Pit stops - 1/2
Setting -

Brazil

This is quite easy with just a few hard corners to remember.
Pit stops - 1

San Marino

This isn't too difficult but has lots of twists and turns to watch out for. Have a few practise runs.
Pit stops - 1

Monaco

Very tough. It's hard on most parts of the course - most corners are lethal. Practise will be needed until you make a perfect lap.
Pit stops - 1/2

Canada

A fast track with just a few tight corners. Not

an ideal track to overtake on, so try and qualify for the grid.
Pit stops - 1

Mexico

Another fast track. No problems at all but it's a little tricky to stay on the track round the windy roads.
Pit stops - 0

France

Quite an easy track. A few sharp corners with loads of room and straights to overtake on.
Pit stops - 1

Great Britain

A great circuit with fast stretches and exciting corners to test every driver's abilities.
Pit stops - 1

Germany

Yet another fast track. Most of it is easy, but there are two or more tricky bends to wear your brakes out on.
Pit stops - 1

Hungary

No bad corners on this circuit and it's reasonably fast for exciting laps from start to finish.
Pit stops - 0

Belgium

Actually this is harder

than it looks and it's quite fast, but there are some very bad corners, so be careful!
Pit stops - 1

Italy

One of the fastest tracks. You don't have to slow down at all on this track so go burn some rubber.
Pit stops - 0

Portugal

A fast track with just one fast corner. It may look like a really difficult circuit but its relatively plain sailing.
Pit stops - 1

Spain

Top speed nearly all the way with just one tight corner to deal with. Keep that A button pressed down.
Pit stops - 1

Japan

Quite a tricky circuit that's reasonably fast, but a few tight corners can become a real tease.
Pit stops - 1

Australia

A very tricky circuit with sharp corners and something to test your braking skills - not for the faint-hearted.
Pit stops - 1/2

THE CARS

An idea of which cars are worth racing with and those that aren't up to scratch will help you when making those crucial decisions.

McLaren

Max. Speed - 349

Gears - 5

Once in the lead there's no going back as you break away leaving a cloud of dust. The ultimate car in F1 racing.

Ferrari

Max. Speed - 348

Gears - 7

A winning car that will take you to pole position every time, but it's not the ultimate. Features a competitive gear box for added power.

Williams

Max. Speed - 347

Gears - 6

Brilliant at overtaking and just that little bit faster than the Tyrrol.

Tyrrol

Max. Speed - 346

Gears - 5

Very similar to the Banetton car, but slightly faster.

Banetton

Max. Speed - 345

Gears - 6

Very similar to the Jordan.

Jordan

Max. Speed - 345

Gears - 5

Very fast and overall superb for GP races. Good overtaking even on short straights.

Scudavia Pasta

Max. Speed - 344

Gears - 5

Slightly better than the Minerbi for speed, but other than that it's not particularly outstanding.

Minerbi

Max. Speed - 343

Gears - 6

A really great car that is not only good at overtaking, but it's very fast for powering down those long fast-straights.

Lutos

Max. Speed - 329

Gears - 4

Rubbish! It's slow and is only slightly better than the useless ACS racer. Avoid this car at all costs!

Liyton Horse

Max. Speed - 342

Gears - 6

A good beginners car that's fast and is a good workhorse - better than the Rarrouse.

Rarrouse

Max. Speed - 341

Gears - 4

Good as it doesn't lose speed on straights and it's fast in corners.

Ligeir

Max. Speed - 339

Gears - 5

Not a bad car but others tend to gain on the straights.

Brabran

Max. Speed - 339

Gears - 6

Same as the Footwork car.

Footwork

Max. Speed - 338

Gears - 6

Quite good at what it does, but it's not suitable for the GP season.

ACS

Max. Speed - 321

Gears - 4

A naff car that loses speed to other cars on straights. My advice is to definitely not get stuck with this.

Gabin

Max. Speed - 343

Gears - 6

Details

This is a good, fast, car but isn't used in GP mode because of its poor overall running.

PRO ACTION REPLAY CODES

The Pro Action Replay is a games-busting cartridge that not only allows you to enter cheat codes, it lets you find them yourself! If you have any Action Replay codes for the Mega Drive send them to:

ProTips, SEGAPRO, Paragon Publishing Durham House, 124 Old Christchurch Road Bournemouth BH1 1NF. We'd prefer it if you sent in codes for new games, but we don't mind codes for old games too.

ALADDIN

FFEFF A0008

Unlimited energy.

FFEF E10037

Unlimited apples.

FF7E3 C0033

Infinite lives.

FFEFE 30039

Always have nine gems.

ECCO THE DOLPHIN

FFB83 60011

Allows Ecco to swim through rock and around obstacles in certain parts on all levels.

GLOBAL GLADIATORS

FFFF4 D000A

Stops the energy bar from decreasing.

FANTASTIC DIZZY

FF814 90002

Infinite lives.

FF813 90000

Invincibility.

JURASSIC PARK

FF005 4000A

Invulnerability.

KING OF THE MONSTERS

FF3B8 D0009

Infinite power bar.

FF3B3 7003C

Infinite energy bar.

MICRO MACHINES

FF803 50003

Turns music on/off.

MORTAL KOMBAT

FFFA4 90001

No music.

FFFF5 A0040

Enemies do death moves.

FFFF5 40006

Unlimited credits.

FFFF5 70000

Gore on.

FFAB8 B0000

Unlimited rounds. Impossible to win.

FFCAB A0078

Fighters die on one hit.

FFAB8 B0002

Level skip. Enable before you start and you will advance through the battle plan without fighting.

Disable just before the match you want to play.

SPIDER-MAN

FFE71 D0040

Unlimited energy.

STEEL EMPIRE

FFCB7 1001E

Infinite energy.

FFCB6 30003

Unlimited smart bombs.

FFC87 0006E

Fewer enemies.

STREET FIGHTER II SCE

FFA3E 70000

Turns music off.

FF80C 10000

Special moves in the air for player one.

FF834 10000

Special moves in the air for player two.

FF972 A0099

Stops the time.

FF804 300B0

Infinite energy player 1.

FF82C 300B0

Infinite energy player 2.

TALMIT'S ADVENTURE

FFFC9 C0009

Start with 99 lives on all modes.

FFFC9 D0099

Gives you 99 lives permanently on all modes.

FFFC9 D0009

Starts you off with eight lives on all modes.

FFF60 B0056

Makes Talmit invisible for a few seconds at the start of each section or after losing a life or warping through a door.

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

• THE ORIGINAL AND THE BEST •

CHEATS GALORE

(SAY 'YES' FOR SEGA)

0891 445 937

MEGA LINE (MD+MCD)0891 445787
LAST WEEKS CHEATS0891 101235
SEGA CHEATS N' TIPS0891 445770
CONSOLE CHEATS N' TIPS0891 445772
CONSOLE HOTLINE0891 445771
ULTIMATE QUEST (COMPETITION)0891 445938

ALL CHEATLINES ARE UPDATED EVERY WEEK!

INTERACTIVE GAMES GUIDES

SONIC 1,2 & CHAOS SONIC0891 445941
MORTAL KOMBAT0891 445987
CHAOS ENGINE/SOLDIERS OF FORTUNE0891 445936
JUNGLE STRIKE/DESERT STRIKE0891 445957
CHUCK ROCK 20891 445942
STREETFIGHTER 2: (INC. TURBO ED.)0891 445940
SHADOW OF THE BEAST 1,2&30891 445943

FOR FREE MEMBERSHIP TO OUR CHEAT CLUB

DIAL 0891 445 939

IF YOU'RE STUCK IN A GAME, WHY NOT TELL ME YOUR PROBLEM AND SEE IF I CAN HELP YOU?? FOR A PERSONAL ANSWER-

DIAL 0891 445 768

GUIDING LIGHT COMPUTER SERVICES LTD, P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW

For full competition rules send s.a.e. Calls cost 36p a min at 'cheap rate' and 48p a min at all other times. Please get permission if you don't pay the bill. Max. call charge £3.60. Send S.A.E. for competition rules.

STEEL EMPIRE

ROUND SELECT • 99 BOMBS • 99 LIVES • LEVEL SKIP

Go to the options menu and move the cursor to the sound test option. Select sound test one twice, sound test nine once and sound test two once. A round select will now appear.

99 Bombs

Start the game and on the ship select screen press C, A, C, A, start and B with joystick two.

99 Lives

Go to the options menu and change them to the following: Difficulty - Hard, Stock - 2, Credit - 1, Sound Test - 65. Start the game and you'll have 99 lives.

Ashley Richardson, Cleveland

GAME GENIE CODES

Every month, Game Genie codes are updated and sent to us at SEGAPRO. This month we have the definitive collection of *Mortal Kombat* codes. If you are stuck on a particular game and the relevant code has not been listed, phone the Game Genie helpline ☎ (084) 323088. More game busters to come next month, but if you discover any codes in the meantime send them to:

ProTips, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

ALIEN 3

AACT CA6J or AACT CA6Y

Infinite time

A2EA AA8R

Infinite lives

AJNA EA3R

Infinite machine gun ammo

AJMA EA7C

Infinite flame-thrower ammo

AJJT EA2J

Infinite grenade-gun ammo

AJKA EA88

Infinite hand grenades ammo

RG2T C6W4

Maximum energy on first aid

AJFT AA66

Never lose radar

YDXA D93N

Ripley jumps much higher

AAXT BJ2E

Infinite rockets after you buy one

AAXA BJ9G

Infinite bombs after you buy one

FJOA AA6N

Infinite paint after pick-up

BATMAN

E2ET AA4C

Master Code - Must Be Entered

AKFT AA4Y

Infinite lives

REFA A60N

Batman floats when he dies

AKYA AA9G

Infinite Batarangs

RYFA C6VR

Guns don't hurt

AKYT AA5L

Infinite rockets for the Batwing

BART VS THE SPACE MUTANTS

AJRT AA6R

Invincibility

A2RT AA8R

Infinite lives

MICRO MACHINES

REHA A60N

Infinite lives

Andrew Jagger, Leicester

The Dragon's Trap completion guide is drawing to an end and it's about time you games busters sent in a game guide.

Remember, you have the chance to win a cartridge of your choice, just like Ian Arblaster from Wolverhampton. Send your tips, cheats, and guides to Jason at:

ProTips

SEGAPro

Paragon Publishing

Durham House

124 Old Christchurch Road

Bournemouth

Dorset

BH1 1NF



ECCO THE DOLPHIN

THE PASSWORDS

Undercaves.....	KRJQC
Ridge Water.....	EKDNN
Open Ocean.....	QQEJJ
Cold Water.....	EMFFU
Open Ocean (2).....	QKGFG
Deep Water.....	EYHVO
City of Forever.....	UGIJS
Origin Beach.....	CNOQJ
Dark Water.....	KFOQK
Deep Water (2).....	GJKOL
City of Forever (2).....	KSKCM
The Tube.....	MWOWW
The Machine.....	WCSIP
The Vortex.....	YUQGW
Noel Virtue, Brighton	



THE DRAGON'S TRAP COMPLETION GUIDE: PART 3

PIRAHNA MAN G1L4 W7F ERAN 51N

Stock up on your potions and walk left until you reach the bridge. Jump off and go onto the high platform with a door. Spring up onto the next platform and spring up to the platform, jumping the gap and going into the door. Go left until you reach the crab in the ground, kill him and then fall down. Swim right until you reach the end, swim upwards and jump through the well.

Now, walk right until you reach a door. Go through the door and walk right, jumping over the block in the middle and then open the treasure chest. Go to the top of the door on your left. Put the dragon mail on and walk in the lava until you reach the next door. Go in and swim to the next door on your left. Now, enter the top door and change to mouse man. Go in the lower right door and walk upwards on the mouse-blocks (jumping when you have to) then walk along the ceiling and fall down on the left side. Open the treasure chest and then use the sword to destroy the blocks on your right.

Fall down and go back through the door. Return to the top door and change back to piranha man. Destroy all the blocks underneath you and enter the door. Open the treasure chest, then use a magic stone to get back to the start.

To skip to here use the code:

7CRZ NG7 8RNV 38L

Go into the door on your right. Now, go to the well and jump in. Swim right until you see a tunnel in the ceiling, swim up here and destroy



all the blocks around the door. Enter the door and buy what you can, then leave. Go back in the well and then come back outside, all the blocks should be the way they were before – use them as a stairway to go right.

You should arrive at a hut, go into the hut and open the treasure chest. Leave the shop and walk right until you fall off the edge. Carry on walking right until you come to the water. Fall in the water, walk left, swim up and over the block, then go left and over the next block and into the door. Buy what you can and then go back over the two blocks and then carry on right.

When you come to some destructible blocks destroy them and carry on right over the big block. Fall down and then walk right until just after some moving blocks, here there is a tunnel leading upwards. Go up and right, past the ship, over the wall and into the hole. Go left, past the moving blocks and then carry on left until you reach the end wall.

Swim up and right and go into the door. Open the treasure chest and then leave. Now, go back to the ship and go in the upside down door at the right end of the ship. Walk past the moving blocks and go through the door. Go right over the water and barrels until you find a door. Go in and head right over and under the barrels until you reach the next door. Go in and you will face Captain Dragon – to kill him dodge his weapons and jab at him when his defences are down.

Once you have killed him you will fall out of the bottom of the ship as Lion man. Walk right and go in the door. In the air you will see a destructible block, break it and then open the magic door. Go in and buy whatever you can from the shop. Now, use a magic stone to go back to the start.

Ian Arblaster, Wolverhampton

NEXT MONTH – GAME OVER!!

PRO ACTION REPLAY CODES

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CHUCK ROCK

00C0 8E03

Infinite lives.

00C0 8F06

Infinite energy.

HALLY WARS

00C0 4C03

Infinite lives.

Damien Millard, Cumbria

SPIDER-MAN 2

00C1 DA08

Infinite energy.

00C1 6082

Infinite continues.

00C1 6D08

Infinite web.

00C1 6B07

No collision.

Damien Millard, Cumbria

STAR WARS

00DA AD02

Infinite lives.

00DA A310 + 00DA A410

Infinite energy – use together after level one.

Noel Virtue, Brighton

WWF STEEL CAGE

00C4 0DEF

Infinite energy.

Damien Millard, Cumbria

JURASSIC PARK

00CA 0003

Infinite energy.

THE OTTIFANTS

LEVEL CODES

Basement.....JYSF

Construction Site.....AOHT

Office.....PIHE

Jungle.....NRCF

Anthony Harris, Mid Glam

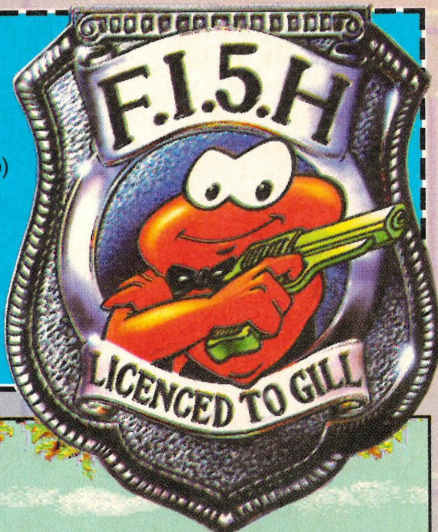


JAMES POND II

LEVEL SELECT

Firstly, do the invincibility cheat (cake, hammer, earth, apple, tap) and go through the first door. Run LEFT and you can enter any door. As an extra hint, this cheat may work on the Game Gear.

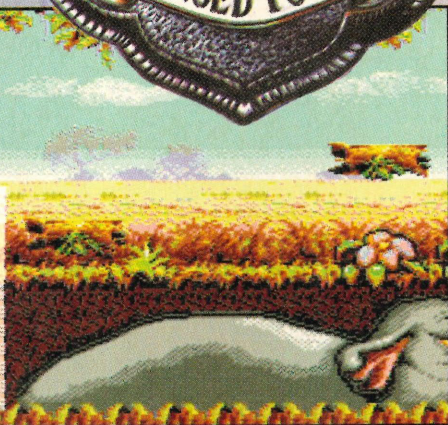
Matthew Hughes, Sheppey



JUNGLE BOOK

LEVEL SELECT

After the main Disney logo fades out press: UP, DOWN, UP, DOWN, LEFT, RIGHT and START. A level select screen will appear.



R-TYPE

EXTRA CREDITS

To be awarded 12 credits finish a game and when you're on the game over screen rotate the joypad clockwise until you see your credits increase to 12.

SECRET SOUND TEST

To access a secret sound test rotate the joypad anti-clockwise on the game over screen.

SUPER SECRET LEVEL

To find a secret level go to level four and when you arrive at the screen full of little mines go to the gap at the top of the screen.

Gerald Registe, Kidbrooke

SONIC THE HEDGEHOG 2

LEVEL SELECT

Yes I know this is one of the oldest tips ever, but several people have phoned recently and it's about time we reminded them. The level select to this ace game is: Plug the control pad into port two and press up, diagonally LEFT and buttons 1 and 2. Switch the machine on and wait until Sonic has run across the screen. Plug the controller into port one, then press button 2 twice. The level select screen will appear before your eyes.



CHEATS/TIPS/HELP/CHEATS/TIPS

HAPPY NEW YEAR, TO ALL, FROM THE STAFF AT HOME GROWN

BUST THEM GAMES OPEN WITH THE CONSOLE HELPLINE

0891 318 400	INFORMATION HELPLINE
0891 318 401	REVIEW LINE
0891 318 402	GAME GEAR Cheatline
0891 318 403	DESERT STRIKE & TERMINATOR I & II
0891 318 404	STREETS OF RAGE 2 & I Cheats & Help
0891 318 405	SONIC II & I Cheats & Help
0891 318 406	GOLDEN OLDIES
0891 318 407	NEW RELEASE LINE Cheats, Hints & Tips
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0891 318 409	MASTER SYSTEM
0891 318 410	PC Cheats & Help
0891 318 411	STREETFIGHTER II special championship
0891 318 412	Modems Only
0891 318 413	JUNGLE STRIKE, solutions & cheats
0891 318 414	Modems Only
0891 318 415	MORTAL KOMBAT
0891 318 416	ECCO Level Codes, Cheats & Help
0891 318 417	ALADDIN Solution & Cheats

NO MUSIC, NO FRILLS, JUST HELP - PHONE THE INFORMATION LINE TO SEE WHAT'S NEW THIS WEEK. PLEASE HAVE A PEN AND PAPER READY FOR INFORMATION!!!!

CALLS COST 36p PER MIN. CHEAP RATE 48p ALL OTHER TIMES. LINES ALWAYS BEING UPDATED!!!! PLEASE ASK PERMISSION FROM BILL PAYER BEFORE PHONING

HOME GROWN PRODUCTIONS LTD. PO BOX 193 HAYES MIDDLESEX.

PRO ACTION REPLAY CODES

Every month, Action Replay codes are updated and sent to us at SegaPro. If you are stuck on a particular game and the relevant code has not been listed, phone the Action Replay help line & (0782) 745992. More game busters next month, but if you discover any codes in the meantime send them to: ProTips, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

AYRTON SENNA GP2

00C5 17A3

You come first.

00C5 2981

You never crash.

00C1 1204

Infinite footwork.

00C1 1505

Infinite super-punch.

BATTLE OUTRUN

00C1 9F96

infinite time.

MORTAL KOMBAT

00C4 8848

Infinite energy.

00C4 0928

Blood active.

00C4 240X

Round select. Replace X with 0-A.

00C4 3609

Unlimited time.

00C4 8A48

Unlimited energy for player two.

DONALD DUCK AND THE LUCKY DIME CAPER

00C1 2112

Makes Donald float so baddies cannot kill him.

00C1 3E01

Infinite energy and weapon.

00C0 8805

Maximum hammer power.

GEORGE FOREMAN BOXING

00C1 28A0

Infinite energy.

00C1 1104

Infinite strength.

00C1 1304

Infinite recovery.

NINJA GAIDEN

00DF C814

Infinite energy.

00DF C704

Infinite lives.

00DF C3E7

Infinite weapons.

00DF B106

Infinite time.

Once again, welcome to the biggest, best and most helpful Mega-CD tips section this side of the universe. After the US release of *The Secret of Monkey Island* I've decided to give you a guide to the game, but you'll have to read the complete guide over several issues. If there is a Mega-CD game you would like to see tipped and have the chance of winning a CD game of your choice write to:

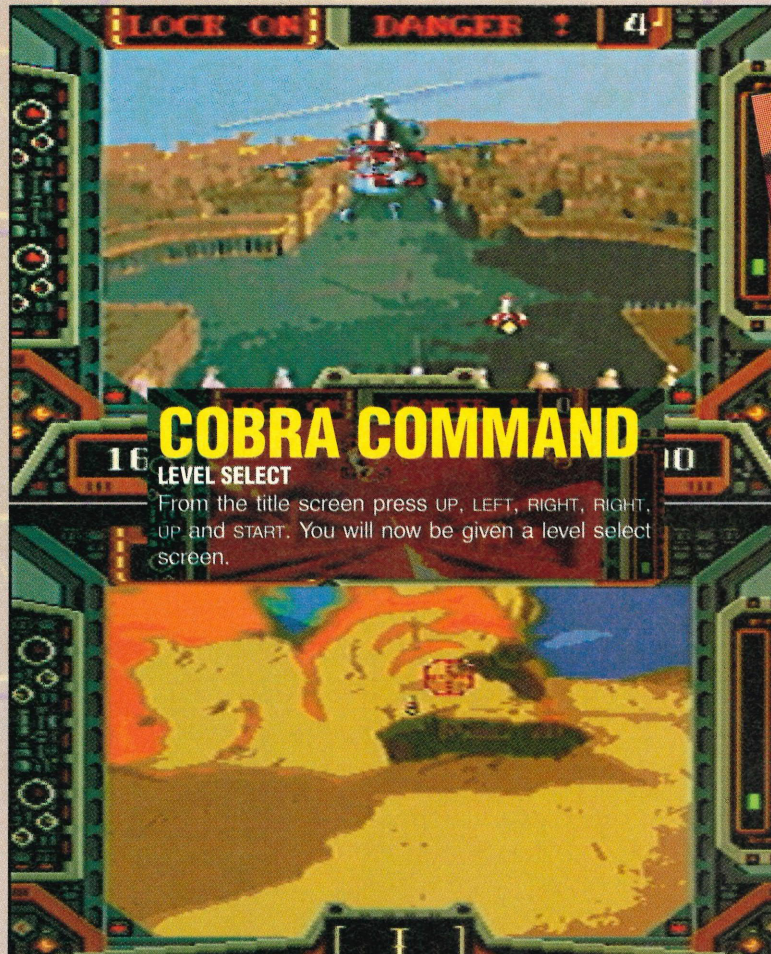
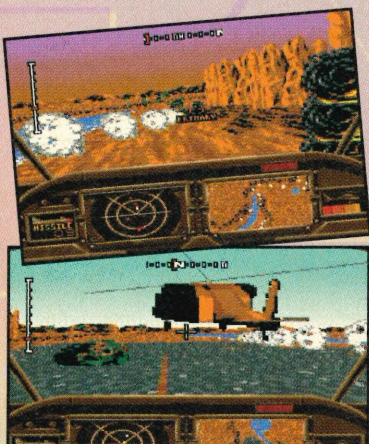
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THUNDERHAWK

INVINCIBILITY

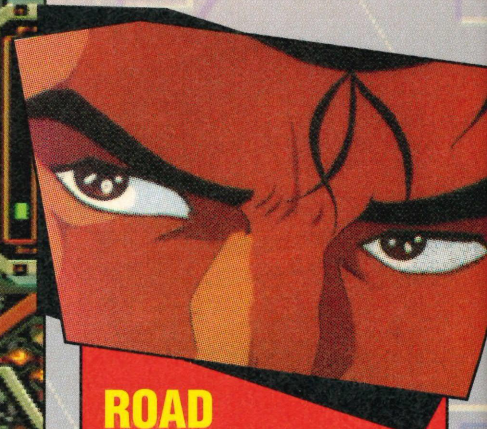
When the mission begins hold down **START** and simultaneously press **DOWN**, **UP**, **RIGHT**, **LEFT** and **DOWN**. You will become invincible and have an endless supply of weapons.



COBRA COMMAND

LEVEL SELECT

From the title screen press **UP**, **LEFT**, **RIGHT**, **RIGHT**, **UP** and **START**. You will now be given a level select screen.



ROAD AVENGER

LEVEL SELECT

On the title screen simultaneously hold **A**, **B** and **C** on controllers one and two then press pause while spinning. Go to 'players' and press **A** six times and finally press **START**.

PAUSE GAME

To pause the game press **A** four times, **B** once and then **A** once again.



THE SECRET OF MONKEY ISLAND (US)

GUIDELINES

Walk into the village and head for the Scumm Bar and talk to the three important pirates. Tell them you want to be a pirate and absorb as much of the information as you can, then go into the kitchen. Take the meat and pot and walk onto the jetty. Walk to the end to scare the bird and pick up the fish. Exit the bar and head for the lookout.

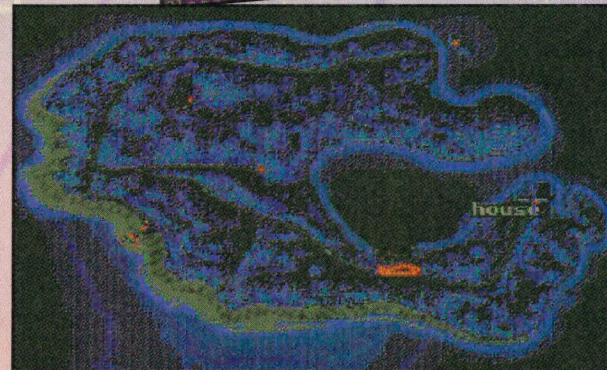
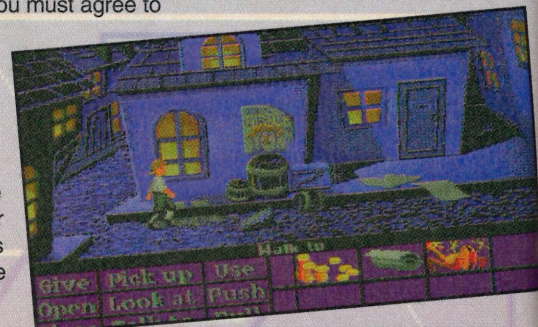
Walk to the path and use the map to find the circus tent where you must agree to take the Fettucine Brothers' offer and they will reward you with gold. Return to the village and walk under the archway into the main town. Talk to the townsman and reply with "No, but I once had a barber named Dominique." Buy the map and go into the first store on the right. Pick up the chicken and exit to the alley with the guy going "Psssst."

Answer the Sheriff's questions and go to the street and enter the store. Buy the shovel and sword then go back to the map. Your inventory is now complete and it's time to begin your three trials that the pirates set you. Walk to the house on the far right and give the troll your fish. Continue to the house and answer the man with "Could you train me?" Give him 30 gold coins and let him see your sword.

Complete the training and now you must learn some insults. Walk to the junction and fight the various pirates until you are good enough to win and be regarded as a Sword Master. Once you have learned the insults go to the forest. Pick up the yellow plants and seek out the Sword Master (You'll have to figure this out for yourself) and talk to him. You will be brought into a slanging match with this fine female and it's up to you to know what to say.

Next Month... after beating Carla.

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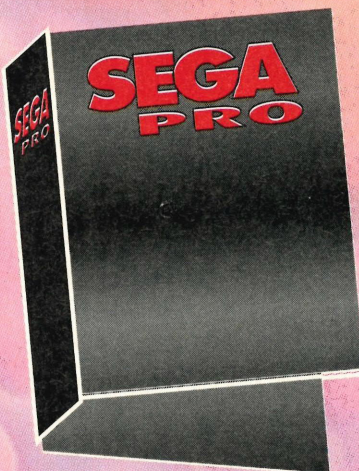
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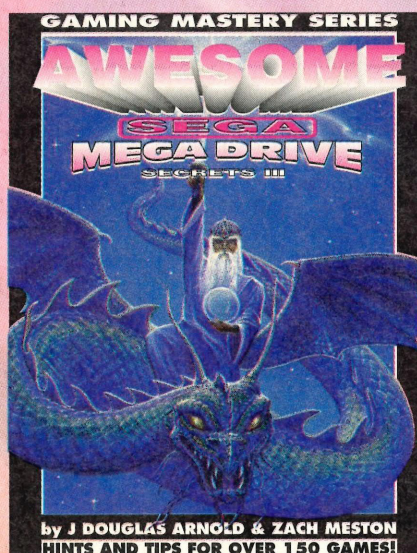
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HELP!

CHEATS TRICKS CODES

HELP!

Is it a level select you're after or would a few passwords do the trick? Is that RPG getting you down or is arcade action without extra lives just too much? Well, square-eyed Jason is here to help you out and solve all your problems, just like the magic genie in *Aladdin*, but without the excess flab! If you're in need of a personal magic lamp write to:

ProHelp, SEGAPro, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

INDEX



Mega Drive

FANTASIA
INDIANA JONES AND
THE LAST CRUSADE
JAME POND II
QUACKSHOT
REVENGE OF SHINOBI
RINGS OF POWER



Master System

ALIEN 3
PHANTASY STAR



Game Gear

SHINOBI

WANNA WIN A T-SHIRT?

Q I am at this moment playing the awesome RPG *Rings of Power* on the Mega Drive and currently I'm on a quest to find the Ring of Will. Before I can locate this ring I must obtain a leaf from a fluffi tree and give it to Keef the Thief. I've found the maze on an island, but cannot locate the tree chamber inside. I have a note that states I have to stand on 8 pieces of grass to remove eight stumps. I've found five of these but cannot get the rest, nor the tree chamber. Please help as this maze is driving me up the wall. **Dave Crilley, Strood** If you know the answer, write in to ProHelp at the usual address and you could be the lucky winner of an exclusive SEGAPro t-shirt.

Q I am the owner of *Spider-Man* on the Mega Drive, but for four weeks now I get to the same place and can go no further. Is there a level select or other cheat to help me past the Sandman? Please help me as I like this game and don't want to get rid of it because of this.

Stephen McGrady, Cumbria

A For a useful cheat screen go to the options screen and choose the difficulty level, then press and hold diagonally UP/RIGHT with A, B and C on pad one. At the same time keep pressing START on joypad two. If the cheat has worked exclamation marks will appear on-screen. Start the game as normal and press PAUSE, then press A to restore the web and B energy. Press all three buttons to skip a level.



Q Can you help me? Are there any level selects for *Quackshot*, *Revenge of Shinobi* and *James Pond II* on the Mega Drive? I'm getting fed up of having to go through the whole game, again and again.

Paul Burden, Leicester

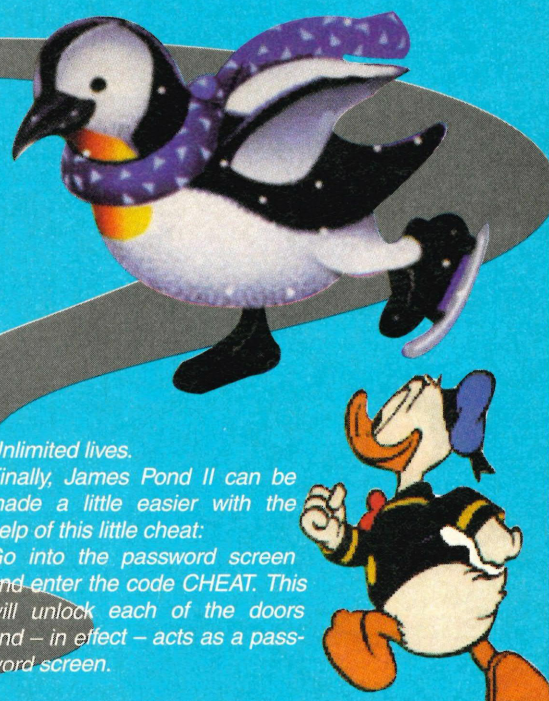
A As far as I know there isn't a level select for *Revenge of Shinobi*, but there is a simple cheat for infinite shuriken. Go to the options screen and change the number of shuriken to 0 then wait about 20 seconds and it will change to the infinity symbol. Start the game and you'll have infinite shuriken.

There is no level select for *Quackshot* but I found a couple of Action Replay codes that may be of use:

FF8F9 70008
Unlimited energy.
FF8F9 90003

Unlimited lives.

Finally, *James Pond II* can be made a little easier with the help of this little cheat: Go into the password screen and enter the code CHEAT. This will unlock each of the doors and – in effect – acts as a password screen.



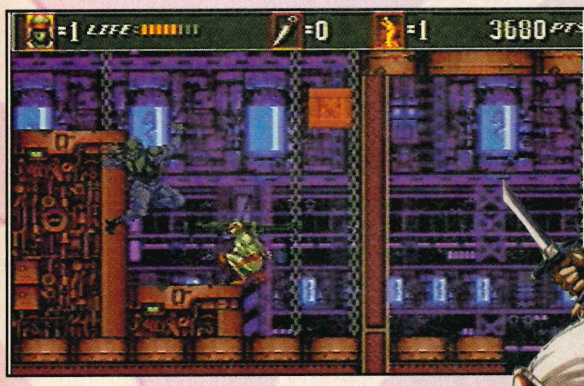


T-SHIRT WINNER

Q Please can you help me on *Shinobi* for the Game Gear? I can not kill the boss in the helicopter at the end of highway and I am completely stumped.

Richard Dudley, Sutton-in-Ashfield

A As with nearly all guardians in the *Shinobi* games you must learn the helicopters attack pattern. It will always use the same moves and you will see from this when its shields are down. Attack, attack, attack...



Q Two months ago I bought *Phantasy Star* for my Master System. I have been playing it most evenings and weekends. I have got all four characters to level 30 which is the highest level. I have found all the items except for the Miracle Key and the Laconian Armour. Also, I have not found any pit traps.

When I get Alis to look through the prism she is unable to see the Dark Castle. A Dezorian in the tower or prism just north of Scion asked if Alis has found the armour in Guaron. Alis replied "no" and the Dezorian said it could be found at the far side of a pit trap.

Apart from a Palman in Skure on Dezorian saying that the Guaran Morgue had been called back to life. I cannot find any other mention of armour or Guaron. I am assuming the armour is the Laconian armour, but I could be wrong. Also, the Dezorian could be lying, as some Dezorians like to tell fibs.

Could you please tell me if I have missed anything and where I could find the Miracle Key and Laconian Armour? Also other tips and cheats would be very much appreciated.

Terry Burdett, Hornchurch

A You're really testing us this month Terry, and for just £2.50 it's a real bargain to write in to ProHelp! To find the miracle key you must first talk to Damon and answer yes to all of his questions. Then he will ask you if you think he's lying. Say no twice and he will talk about the normal blurb about how wonderful everything is. Leave him and go back to level one. You will come across the Miracle Key if you search through this level.

The Onconian Armour is a little easier to find. Go to the pit trap in front of the Onconian Morgue and use Myu's trap spell. A door will open; go in and you'll find a chest with the hidden armour waiting for you.

The lucky winner of this month's SEGAPRO t-shirt is **Cwm Main** from **Clwyd** who answered the problem poser in issue #26. **Paul Condren** wrote asking for help on *Alien 3*. He pleaded:

"I recently bought *Alien 3* for my Master System and after many hours of play I finally reached the first of the final bosses. I started with a full complement of ammo and gave her everything I had, but she still refused to die! Left with no ammo all I could do was watch as she happily continued to waste me.

Please tell me how to nail the xenomorph before I despair and destroy my Master System, so that it is no longer in 8bits, but lots of little bits on the floor."

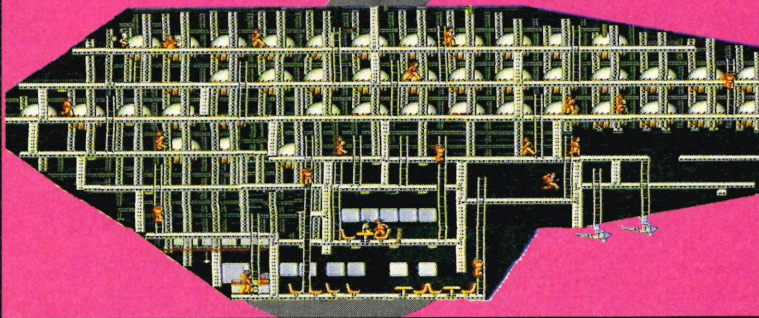
Cwm's t-shirt winning answer to this problem was:

"To kill the final boss on *Alien 3* you have to jump onto the bottom-right platform. Go as far right as possible on that small platform. Turn to face the left and wait until the alien jumps up, opposite you – fire at it with your rifle. Repeat this with your grenade launcher and the mother alien will die."

Q Please could you help me? I am stuck on level three in *Indiana Jones and the Last Crusade* on the Mega Drive. Is there a level skip cheat or will I be stuck on level three for the rest of my life?

Jonathan Talbot, Cavan

A After reading your letter I presume that you have killed the final guardian, but falling fireballs prevent you from finishing the level. Do not throw your game in the bin, simply pick up the shield and move left after killing this guardian. When the path is clear run right to avoid the fireballs. Be warned: this part of the game can take a very long time to complete. If you have passed this level and are stuck elsewhere call US Gold's hotline on 021 326 6418 and they'll be more than glad to help you.



WIN A FASHIONABLE ITEM

Now it's your turn to help solve someone's problem. Write in to the usual address and if your answer is published you will win an exclusive SEGAPRO t-shirt. This month the game in question is *Fantasia* on the Mega Drive. **Barry Christie** from **Fife** is totally lost and would appreciate some help. A completion guide would give you the chance to win a cartridge of your choice.



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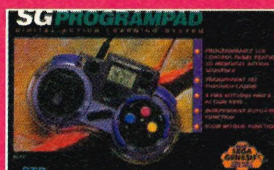


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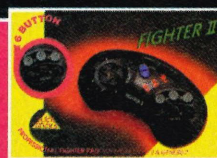
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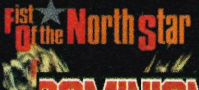
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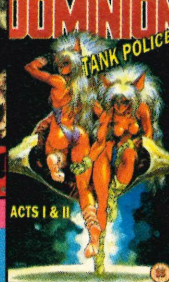
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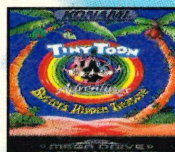
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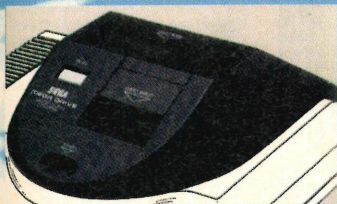
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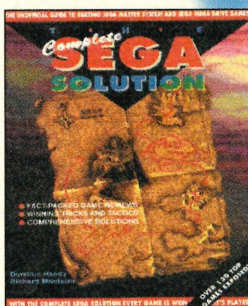
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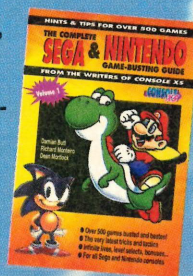
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IMMORTAL (THE)

ELECTRONIC ARTS £44.99
The *Immortal* combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences. **83%**

INDIANA JONES: LAST CRUSADE

US GOLD £39.99
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. **72%**

INSPECTOR X

IMPORT
This is a truly superb shoot-'em-up and one of the very few import games to excel. While the gameplay keeps you stuck to it like a limpet, the graphics continue to surprise and the sound keeps the adrenaline pumping. Almost necessary kit. **90%**

INTERNATIONAL RUGBY

DOMARK £39.99
This rugged sim is the first of its kind and hopefully the last. It lacks any stadium atmosphere and scoring a try is so straightforward and easy. Any strategic capabilities go out the window here. **39%**

ISHIDO: THE WAY OF THE STONES

IMPORT
Fans of the ancient Chinese game Shanghai, will love this simulation. Quite why you should spend £35 on a board game is beyond us, but each to their own. **64%**

J LEAGUE PRO STRIKER

IMPORT
Soccer is becoming big in Japan and this game coincided with the start of their new J League. A great footy sim, with everything you'd expect in a match, including a four player option. It's faster on jam machines! **90%**

JAMES BOND - THE DUEL

DOMARK £39.99
James Bond offers his services to rescue a few dumb blondes. Neat animation and flawless graphics are helped along by spot-on effects. **80%**

JAMES POND

ELECTRONIC ARTS £39.99
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. **70%**

JAMES POND II

ELECTRONIC ARTS £39.99
Some said this was better than *Sonic* - one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's a really fun game to play. A brilliant sequel. **57%**

JAMES POND 3

The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. **83%**

JENNIFER CAPRIATI TENNIS

IMPORT
Run-of-the-mill tennis game, released officially as *Grandslam Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. **59%**

JEWEL MASTER

SEGA £34.99
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. **61%**

JOE MONTANA FOOTBALL

SEGA £19.99
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. **57%**

JOE MONTANA II

SEGA £34.99
This Sportstalk game from Sega includes real-life running commentary. Very innovative, but it's far from making it a hit. The side-on view is not as good as *John Maddens*. **75%**

JOE MONTANA III

SEGA £34.99
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's *Madden '93*. Nice try, all the same. **84%**

JOHN MADDEN FOOTBALL

ELECTRONIC ARTS £39.99
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy. **84%**

JOHN MADDEN FOOTBALL '92

ELECTRONIC ARTS £39.99
The updated graphics and sounds make this everyone's choice for a footy game. Although it's very accurate, you only need to use a limited array of passes to get anywhere. **82%**

JOHN MADDEN FOOTBALL '93

ELECTRONIC ARTS £39.99
Same as the others, but with updated

team line-ups and Greatest Ever teams. Hardly worth buying if you already have *Madden '92*, but if you haven't got one, buy this. **92%**

JORDAN VS BIRD

ELECTRONIC ARTS £39.99
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent full game option. **78%**

JUNCTION

IMPORT
Junction adds a new flame to the fire by mixing a *Pipe Mania* type game with a slide puzzle, resulting in a very challenging game. **81%**

JUNGLE STRIKE

ELECTRONIC ARTS £44.99
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this is an awesome leap forward from *Desert Strike*. **96%**

JURASSIC PARK

IMPORT £49.99
The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. **85%**

KABUKI SOLDIER

IMPORT
Exciting beat-'em-up featuring sumo wrestlers and other similarly overweight persons. Scrolling backdrop is exquisite, but a mile easy for old hands. **73%**

KA-GE-KI

IMPORT
Known also as *Fists of Steel*, this beat-'em-up is nothing spectacular. Tiny bodies with big heads roam about in an effort to beat each other up. Need we say more? **56%**

KEIO FLYING SQUADRON

IMPORT
An import shoot-'em-up featuring loads of guardians and a variety of pick-ups. Graphics are large and detailed, it's only the repetitive gameplay pulling this one down. **49%**

KID CHAMELEON

SEGA £39.99
The Kid must venture over and underground to save his mates. Best of all, he can change his persona, resulting in constantly changing gameplay. **78%**

KING COLOSSUS

SEGA IMPORT
Japanese adventure game with a long introductory sequence. Nine stages of pretty, but uneventful, adventuring. Learn the lingo first! **43%**

KING'S BOUNTY

IMPORT
A blocky and rather boring RPG with huge amounts of bland landscape to cover. With maps to explore it is bound to appeal to many RPG gamers. **66%**

KING SALMON

IMPORT
Fishing simulator with lots of addictive gameplay. Detailed graphics help make it fun to play and ultimately very competitive although it is a very basic game. **68%**

KING OF THE MONSTERS

SEGA £39.99
King of the Monsters isn't all that good, but it is funny as monster fights monster while trying to cause as much destruction in the over-populated cities. **58%**

KLAX

DOMARK £39.99
This is still one of the most infuriating puzzle games to play. Excellent sound and constantly changing graphics ensure lasting gameplay. **80%**

KRUSTY'S SUPER FUN HOUSE

FLYING EDGE £39.95
A platform where you control The Simpsons' Krusty. Unfortunately, you're always waiting for something exciting to happen and boredom sets in. **75%**

LAND STALKER

IMPORT
Fantastic adventure game with tremendous graphics and a huge game area to cover. Currently in Japanese text, but well worth waiting for officially. **84%**

LANDSTALKER

An interactive adventure where you'll talk as much as you'll hack. Atmospheric and challenging as you set out to find the king's lost treasure. **85%**

LAKERS VS CELTICS

ELECTRONIC ARTS £34.99
This was one of the first EA sports games to fully utilise the EASN playing characteristics. It's incredibly realistic, looks great and the action is hot. **80%**

LAST BATTLE

SEGA £19.99
This is a disappointing beat-'em-up because the graphics are great, but are let down by slow, repetitive gameplay. **58%**

THE LEGEND OF GALAHAD

ELECTRONIC ARTS £39.99
Nothing more than an average platform

game with an element of RPG to boost its rating. Detailed graphics, but ultimately boring and uneventful. **64%**

LEMMINGS

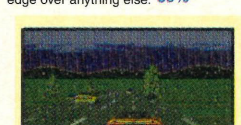
SEGA £39.99
The finest puzzle game to hit any machine let alone the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super addictive fun and wicked soundtracks play on each level. **90%**

LHX ATTACK CHOPPER

ELECTRONIC ARTS £39.99
A far from original helicopter simulation set within the hostile air zones of the Middle East. Nothing special about the vector graphics or sound. Should appeal only to diehard war junkies. **70%**

LOTUS TURBO CHALLENGE

ELECTRONIC ARTS £39.99
Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over anything else. **89%**



LOTUS II: THE ULTIMATE CHALLENGE

ELECTRONIC ARTS £44.99
A racing game where the main difficulty is under-responsive controls. Still, bombing through desert, wind and rain is really quite fun. Super fast Turbo Zones are good too. **72%**

M1 ABRAMS BATTLE TANK

SEGA £39.99
If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. **80%**

MAGICAL MR TALIROOT

IMPORT
A platform game with the usual cute characters, but it soon becomes boringly repetitive. Possibly appealing to the younger games player. **36%**

MARBLE MADNESS

ELECTRONIC ARTS £34.99
If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of trackball and challenging levels. Still, very playable and enjoyable. **82%**

MARIE LEMIEUX HOCKEY

SEGA £39.99
Despite the Sega hype, this failed to impress. Viewing the match from the side falls dismally, making it very hard to work out moves and NHLPA Hockey runs all over it. **73%**

MARVEL LAND

IMPORT
A great game with vast amounts to do and explore. Platform adventuring with a tinge of cuteness and probably a test of anyone's skill. **73%**

MASTER OF MONSTERS

IMPORT
A boring strategy where only the master of the monsters can stand a chance of winning. A total waste of money and not recommended. **28%**

MASTER OF WEAPON

IMPORT
This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. **72%**

MAD DOG BOLD'S TREASURELAND ADVENTURE

A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. **84%**

NFL MADDEN '94

ELECTRONIC ART £44.99
The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. This takes American Football all the way into the EndZone! **91%**

MAZIN WARS

SEGA £39.99
A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. **81%**

MEGA TO MANIA

VIRGIN £39.99
Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. **92%**

MEGAPANEL

IMPORT
Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an incredibly addictive game. **83%**

MEGA TRAX

IMPORT

This deserves credit for trying, but fails to come off as the enjoyable game that a 4x4 beach racer should be. Split-screen versus adds to the play. **59%**

MERCS

SEGA £19.99
Identical to the arcade, this boasts stunning graphics and beefy sounds, but is too easy for most players. **75%**

MICRO MACHINES

CODEMASTERS £39.99
The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. **90%**

MIDNIGHT MADNESS

IMPORT
Coin-op conversion which fails to impress. Average quality graphics and sound which will only appeal to die-hard fans of the arcade game. **47%**

MIG-29 FIGHTER PILOT

DOMARK £39.99
A challenging and exciting flight sim that takes you through five tough missions in the Middle East. Some great polygon graphics and relentless cockpit dramas! **82%**

MIGHT & MAGIC

ELECTRONIC ARTS £39.99
Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. **82%**

MIKE DITKA FOOTBALL

BALLISTIC £34.99
The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. **78%**

IMPORT

A good representation of the board with superb animation. The banker doesn't cheat and rules are adhered to, but why not buy the original board version for £10 instead? **42%**

MONSTER LAIR

SEGA £19.99
Controlling a sword-wielding young lass may excite you, but the whole adventure through the greenery soon gets very tedious. **40%**

MOONWALKER

SEGA £19.99
A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. **78%**

MORTAL KOMBAT

ACCLAIM £49.99
A one-on-one beat-'em-up that's almost a perfect conversion of the arcade original. The life-like graphics and superb animation make this one of the best fights ever! **95%**

MS PACMAN

IMPORT
Blocky graphics are even worse than the original arcade game. 32 colours can be displayed on screen at any one time, but not here. **28%**

MUHAMMAD ALI'S BOXING

VIRGIN £39.99
There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. **81%**

MUTANT LEAGUE FOOTBALL

ELECTRONIC ARTS £39.99
A great idea that is let down by the lack of depth that made the *John Madden* series a timeless classic. If you found *John Madden* too deep, then try this for more fun. **70%**

MYSTIC DEFENDER

SEGA £19.99
A blasting frenzy for the first couple of plays, but it soon turns into nothing more than a boring wander through the far eastern undergrowth. **65%**

NEW ZEALAND STORY

IMPORT
This is a super conversion of Taito's hot platform coin-op in the style of *Bubble Bobble*. The two-player mode is excellent fun and only slows up occasionally. **85%**

NBA ALL STAR CHALLENGE

IMPORT
The lack of a full-game tournament option lets it down, but there are lots of challenges against the computer or second player. **68%**

NHLPA HOCKEY '93

ELECTRONIC ARTS £39.99
The definitive ice-hockey simulation. Similar to the original, *EA Hockey*, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. **85%**

NHL HOCKEY '94

ELECTRONIC ARTS £44.99
In contrast to *NHLPA '93*, this has 72 different types of organ music with a

great atmosphere and fast, furious gameplay. However, due to the complete lack of scoring ability, this rates lower than *NHLPA '93*. **74%**

NINJA SURAI

IMPORT
An RPG that requires an understanding of the Japanese language. All on-screen instructions, gauges and indicators make life very difficult. **79%**

OLYMPIC GOLD

US GOLD £39.99
The MD is short of this kind of sporting compilation, but *Olympic Gold* more than manages to fill the gap that has been created. Best played with a crowd of players. **81%**

ORSLAUGHT

IMPORT
An excellent medieval platform beat-'em-up that comes recommended - if you can find a copy. Be prepared for one of the best platformers available today. **81%**

THE OTTIFANTS

Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. **83%**

OUTLANDER

IMPORT
An enjoyable drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! **62%**

OUT RUN

SEGA £19.99
This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-runners. Sadly, it slows down when too much gets on screen. **75%**

OUTRUN 2019

SEGA £39.99
This isn't another episode in the *Outrun* saga! Set far into the future, it's the best *Outrun* so far and offers a wicked challenge with detailed graphics. **63%**

PAC-MANIA

DOMARK £34.99
3-D Pac-Man is a rather pleasant outing. The graphics are excellent, which makes the whole thing a joy to play. **78%**

PAPERBOY

DOMARK £39.99
A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks and two-player versus mode. **60%**

PAPERBOY 2

DOMARK £39.99
Another fine conversion, but there's still no two player versus mode. Still if you are a fan of the original, then this is more of the same, with very little else added. **63%**

PGA TOUR GOLF

ELECTRONIC ARTS £39.99
Slightly better than *Arnold Palmer* due to its realism (you even get the occasional bird tweeting) and improved graphics. **88%**

PGA TOUR GOLF II

ELECTRONIC ARTS £44.99
A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge await players, but it is very similar to the original having few changes other than a few more courses. **88%**

PHANTASY SOLDIER 3

IMPORT
As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. **86%**

PHANTASY STAR II

SEGA £59.99
First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy though. **70%**

PHANTASY STAR III

SEGA £49.99
Now this is more like it - ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. **78%**

PHILIOS

SEGA £34.99
Mediocrity is the order of this shoot-'em-up, with bog-standard audio visuals and ordinary gameplay. Another one you'll finish the day you get it. **60%**

PIGSKIN FOOTRAWL

RINGS OF POWER

ELECTRONIC ARTS £49.95
Extremely large, extremely colourful and extremely difficult sum this up. If you can survive for any length of time, it will entrance you. **79%**

RISKY WOODS

ELECTRONIC ARTS £39.99
Interesting varied background graphics and atmospheric music make it fun to play, but possibly not fun enough. Still, a good challenge. **72%**

ROAD BLASTERS

IMPORT
Converted from the coin-op, but unfortunately it is dismally poor. If you can put up with the poor scrolling, it may bring back a few memories. **39%**

ROAD RASH

ELECTRONIC ARTS £39.99
You have to race a motorbike through the countryside, overtaking or clubbing other competitors, and avoiding the cops. Great fun. **85%**

ROAD RASH II

ELECTRONIC ARTS £39.99
Same as the original. Take control of your motorcycle in a hectic race against other villainous bikers. Enormously addictive. The two-player mode should keep everyone happy. **92%**

ROBOCOP 3

Third instalment of the lethal law-enforcer. Unfortunately he's armed with flickery sprites and a boring old format. Better left at the cinema. **54%**

ROBOCOP VS TERMINATOR

A heavyweight encounter of the box-office kind. Typical scrolling shoot-'em-up without much break from repetitive gameplay. Don't expect originality. **77%**

ROLLING THUNDER 2

SEGA £39.99
Be prepared for encounters with hoods brandishing sub-machine guns, panthers and 18-wheel juggernauts... **88%**

RUMARK

IMPORT
Save the wildlife in this Indy-style adventure beat-'em-up. There are just too many annoying aspects that stop it from being great. **58%**

SAINT SWORD

IMPORT
An adventure with the little man with a sword routine. The background graphics are impressive, but is over-shadowed by bad animation. **64%**

SD VALIS

IMPORT
This is a sad Japanese arcade adventure. In fact, the whole thing is mildly disturbing. There's very little content to keep you playing. **35%**

SENSIBLE SOCCER

A fun soccer game that goes for the arcade approach rather than real simulation and strategy. You could moan about the small sprites but the user-friendly controls are likely to disarm most critics. **84%**

SHADOW BLASTERS

IMPORT
This is a beat-'em-up which fails to impress. Poor graphics and virtually non-existent gameplay. Once again, a very strange game. **46%**

SHADOW DANCER

SEGA £39.99
The addition of a dog to your dirty work and help you out of awkward situations adds a welcome element to an attractive beat-'em-up. **83%**

SHADOW OF THE BEAST

ELECTRONIC ARTS £19.99
Beautiful sound and graphics are let down by monotonous gameplay which could leave you bored out of your skull. Lacks content. **68%**

SHADOW OF THE BEAST II

ELECTRONIC ARTS £39.99
The long awaited follow up to the original beastly adventure. Teasing puzzles combined with atmospheric music and mystical graphics. **78%**

SHINOBI III

SEGA £34.99
Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. **80%**

SHINING IN THE DARKNESS

SEGA £44.99
Set a standard which the Mega-CD would have been hard-pushed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. **88%**

SHINING FORCE

SEGA £44.99
The best RPG to be released on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combat scenes. **93%**

SHOVE IT

IMPORT
As the title may imply, you literally shove things into where they belong. Really plain graphics which offer nothing more than the gameplay. **30%**

SIDE POCKET

SEGA £34.99
Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options liven the proceedings. **64%**

SLAUGHTER MD

IMPORT
A typical old-fashioned vertical scrolling shoot-'em-up with imaginative sprites and backgrounds plus loads of options. It may be a little too easy to finish. **71%**

SLIME WORLD

IMPORT
Todd must escape from the planet he is stranded on. All the surroundings are convincingly slimy, but there's just too much green stuff for this to be bearable. **64%**

SNAKE, RATTLE AND ROLL

SEGA £39.99
A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. It may be dated, but the action is fairly addictive. **78%**

SNOW BROS

IMPORT
Arcade style graphics and gameplay make this a winner. Although there are far too many enemies to snowball, it's still hugely addictive and brilliant fun! **79%**

SOKORHAN

IMPORT
Not much fun as you move crates around a warehouse. Lacks any sparkle to give incentive to keep anyone playing long. **59%**

SOL-FAECE

IMPORT
A CD conversion without the sound quality. Otherwise, there's very little difference between the two formats. A very average shoot-'em-up. **56%**

SONIC THE HEDGEHOG

SEGA £34.99
Sega's superperson hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily complete. Has to be experienced. **90%**

SONIC THE HEDGEHOG 2

SEGA £39.99
The best game of 1992. Sonic 2 delivers the goods in style. Little can fault this brilliant piece of software. Hyper-speed platform adventuring at its best. Everyone should play it! **94%**

SONIC SPINBALL

Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its lability. **79%**

SPACE HARRIER II

SEGA £19.99
The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever worked in the arcade. **62%**

SPACE INVADERS '90

IMPORT
Definitely for oldies who remember playing this ultimate classic. The variation makes a change from the modern shooters, but the enthusiasm runs thin. **79%**

SPEEDBALL II

SEGA £39.99
Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also wicked. Play a friend or computer, but wait it! **92%**

SPIDER-MAN

SEGA £19.99
All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. **85%**

SPIDER-MAN AND THE X-MEN

IMPORT
A fun platform adventure with a lot of variety in the gameplay and visuals. The style may be a little dated, but this should still appeal to Marvel hero fans. **80%**

SPATTERHOUSE 2

NAMCO £39.95
Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. **86%**

SPORTS TALK BASEBALL

SEGA £39.95
A difficult simulation to pull-off, but this is a real winner. Graphically excellent and great fun. Very difficult to beat the computer. **80%**

STAR CRUISER

IMPORT
Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. **35%**

STARFLIGHT

ELECTRONIC ARTS £49.99
Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. **80%**

STEEL EMPIRE

ACCLAIM £39.95
A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. **50%**

STEEL TALONS

DOMARK £39.99
The MD hasn't been utilised to its full potential and fails to impress as much as the arcade game. Chopper combat at a lower level. **54%**

STORMLORD

IMPORT
A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. **73%**

STREET FIGHTER II

SEGA £59.99
The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. The graphics are astonishingly superior and the gameplay is fast. **95%**

STREET SMART

SEGA £34.99
This beat-'em-ups gameplay is limited due to the too small array of martial arts moves at your disposal. It's also very easy to complete the game on your first go. **67%**

STREETS OF RAGE

SEGA £34.99
This was widely accepted as the most gruesome beat-'em-up when first released, but it penitentially lacks challenge. Moves are wide-ranging and the sound effects and tunes awesome, but it could all be over on the first go. **83%**

STREETS OF RAGE II

SEGA £44.99
An good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. **87%**

STRIDER

SEGA £19.99
All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slowdown syndrome. **87%**

STRIDER II

US GOLD £39.99
This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no passwords, so it's going to be a fair while before you finish it. **76%**

SUMMER CHALLENGE

ACCOLADE £34.99
Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. **52%**

SUNSET RIDERS

KONAMI £39.99
Authentic cowboy and indian action is similar to coin-op, but with less detailed graphics. One of the best platform shooters around that shouldn't be ignored. **85%**

SUPER AIRWOLF

IMPORT
Also known as *Crossfire*, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. **53%**

SUPER BASEBALL 2020

ELECTRONIC ARTS £49.99
Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being over-priced. **82%**

SUPER BATTLETANK

IMPORT
This tank sim may appeal to your basic instincts, but complete and utter boredom sets in. Far too easy to offer any challenge and nowhere near realistic. **44%**

SUPER FANTASY ZONE

SEGA £34.99
Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. **67%**

SUPER HANG-ON

SEGA £19.99
Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The feel of racing is perfectly captured. **82%**

SUPER HIGH IMPACT

IMPORT
A choice of 18 teams should give American football fans some interest. Good animation, but a lack of challenge due to the omission of a league. **73%**

SUPER HQ

IMPORT
Ambient backdrops and a totally tasteful

It's been over four years since *Chase HQ* was in the arcades and *Super HQ* certainly reminds you of this fact and offers very little. **52%**

SUPER HYDLIDE

SEGA £19.99
Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few places. Very boring. **49%**

SUPER KICK OFF

US GOLD £44.99
May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. **77%**

SUPER LEAGUE BASEBALL

SEGA £34.99
Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this should offer enough of these to keep you enthralled. One of the decent attempts at the sport. **82%**

SUPERMAN

VIRGIN £39.99
Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddly controls. **80%**

SUPER MILITARY

IMPORT
This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging confrontation. **80%**

SUPER MONACO GP

SEGA £34.99
Lacks just one thing, a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. **85%**

SUPER MONACO GRAND PRIX II

SEGA £49.99
An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually non-existent difficulty level. **41%**

SUPER OFF ROAD

BALLISTIC £29.99
A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. **89%**

SUPER REAL BASKETBALL

SEGA £34.99
The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. **82%**

SUPER SMASH TV

ACCLAIM £29.99
Highly acclaimed arcade game that is very tough, but successful controls and a spritely filled screen make it awesome. **85%**

SUPER THUNDER BLADE

SEGA £19.99
A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. **73%**

SUPER VOLLEYBALL

IMPORT
Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you have to play the sport to enjoy it. **84%**

SUPER WRESTLEMANIA

FLYING EDGE £39.99
Addictive two-player action in the ultimate WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. **80%**

SWORD OF SODAN

ELECTRONIC ARTS £39.99
Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to leave. **33%**

SWORD OF VERMILION

SEGA £49.99
If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. **81%**

TAILSPIN

SEGA £39.99
A completely boring platform game with the nice addition of a shoot-'em-up section. Though this still doesn't improve the situation enough to make it fun. **61%**

TASK FORCE HARRIER EX

IMPORT
The graphics and sound are poor, the gameplay flawed and the difficulty non-existent. An American offering that should stay that side of the Atlantic. **45%**

TATSUJIN

IMPORT
Average vertically scrolling shoot-'em-up with basic control and pretty graphics, although now dated. Just another Japanese release. **46%**

TAZ MANIA

SEGA £39.95
Ambient backdrops and a totally tasteful

main character. A real adventure into the Taz Mania wilderness which should keep you compelled for months. **90%**

TEAM USA BASKETBALL

ELECTRONIC ARTS £39.99
Excellent graphics make this simulation appear authentic, but closer inspection reveals abysmal animation and undesirable sound effects. **70%**

TECHNOPOP

IMPORT
An original combination of a racing simulation and a platform game. The idea is fantastic, but the final product is absolutely rubbish. **29%**

TECNO WORLD CUP '92

IMPORT
There are a few trick shots, but there's no real-life random aspect and no fouls, making the two-player mode the only real fun you'll have. **51%**

TECNO WORLD CUP SOCCER

IMPORT
The greatest prize in football is up for grabs and 24 countries play in this disappointing soccer sim that lacks atmosphere. Progression through the tournament is also far too easy. **51%**

TECHNOCLASH

ELECTRONIC ARTS £39.99
This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. **84%**

TEENAGE MUTANT NINJA TURTLES

KONAMI £39.99
A superb beat-'em-up in the *SDR* style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. **83%**

TEL TEL BASEBALL

IMPORT
Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery back-up. **60%**

THE TERMINATOR

VIRGIN £39.99
This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blasters will be amazed. **89%**

TERMINATOR 2: THE ARCADE GAME

ARENA £39.99
A fantastic game which allows the use of either jopyads or the Menacer. 100% compelling action helped along by superb graphics and solid sound. Nine stages of virtual realism. **92%**

TEST DRIVE 2: THE DUEL

BALLISTIC £34.99
This will certainly test novices and experienced drivers alike. Its secret success lies in the excellent car handling which feels just like the real thing. **88%**

THE GREAT WALDO SEARCH

IMPORT
An awful fantasy adventure with simple sprites, barely any music, jerky movements and incredibly easy levels. Don't waste £40. **19%**

THUNDER FORCE II

SEGA £34.99
Sure has stood the test of time. The challenge is strong and the overall presentation excellent, with some superb backdrops. **81%**

THUNDER FORCE III

SEGA £34.99
Better than the original, this one will have you playing for ages. Those wacky backdrops make it stand out as a real arcade experience. **89%**

THUNDER FORCE IV

SEGA £39.99
The latest offering in the *Thunderforce* adventure. Truly magnificent ultra-impressive graphics throughout and totally compelling gameplay. Shoot-'em-ups at the ultimate level. **92%**

THUNDERFOX

IMPORT
It may only work on Jap machines, but don't feel as if you're missing anything here. The graphics are fun, but the sound is appalling. **33%**

THUNDER PRO WRESTLING

IMPORT
The main fault is the terrible control method, but the limited moves means it's not much fun to play either. **57%**

THE PROFF

MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA DRIVE ▼ MEGA DRIVE



The good-old down-to-earth Mega Drive is still the format that most Sega Programmers think of writing for first. As the pages below go to prove, there are plenty of games out there to choose from if you own one of these.

1943
IMPORT
Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally out-dated but still fun. **64%**

688 ATTACK SUB
SEGA £39.99
Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. **68%**

ADAMS FAMILY
ACCLAIM £39.99
With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay. Only the standard platform concept pulls this down from the likes of *Mario*. **84%**

ADVANCED WW2 SIMULATOR
IMPORT
This is one difficult game to play. You'll need a strong knowledge of the Japanese language. Pity really, because there's a great game hidden behind it all. **66%**

AERO BLASTERS
IMPORT
Too short and easy. Just another shoot-'em-up. Simultaneous two-player is fun, but there are better games in the genre. **62%**

AEROBIZ
IMPORT
An air business simulation with some great strategic features. It's a unique offering with mediocre graphics that function very well. Certainly worth a look. **82%**

AERO THE ACROBAT
SUNSOFT £TBA
Get in on the circus act in this platformer with some nice touches. A lot of ideas from other games but you'll still enjoy shooting from a cannon and jumping through the odd flaming hoop. **84%**

AFTER BURNER II
SEGA £34.99
Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. **62%**

AIR DIVER
IMPORT
Similar to *After Burner II* in both looks and playability. It has more challenging play with a wider variety of opponents and tough guardians. **73%**

ALESTE (MUSHA)
IMPORT
This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. **77%**

ALEX KIDD IN ENCHANTED CASTLE
SEGA £19.99
This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. **62%**

ALIEN 3
FLYING EDGE £39.99
May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the beginner. **77%**

ALIEN STORM
SEGA £19.99
This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics good, but it'll all be over too soon. **74%**

ALISIA DRAGON
SEGA £19.99
Alisia Dragon is one tough chick. You must help her through eight stages in the style of *Valis*. Few lives and tough guardians, very challenging. **82%**

ALTERED BEAST
SEGA £34.99
The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free – nuff said... **48%**

AMBITION OF CAESAR
IMPORT
Only for real fans of strategy games. Fortunately the graphics are excellent and will keep you enthralled for ages. Sadly, it's very hard to get into. **73%**

AMERICAN GLADIATORS
IMPORT
First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. **67%**

ANDRE AGASSI TENNIS
TECMAGIK £39.99
Each computerised competitor was digitised from real life action, making this a fast and furious tennis game. Sprites are well drawn, though they move a little too quickly. **59%**

ANOTHER WORLD
VIRGIN £39.99
Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. **91%**

AQUATIC GAMES
ELECTRONIC ARTS £34.99
James Pond, the fishy star, stars in a series of classy but fun sports. Enthralling graphics and gameplay make this one of the best sporting events ever. **82%**

ARCH RIVALS
FLYING EDGE £37.99
Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. **65%**

ARCUS ODYSSEY
IMPORT
RPG in the style of *Gauntlet*. Two players simultaneously vandalise eight graphically excellent levels. There's a much needed password save. **84%**

ARIEL: THE LITTLE MERMAID
SEGA £39.99
Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. **72%**

ARNOLD PALMER TOUR GOLF
SEGA £34.99
One of the first golfing games, but still holding its own with the likes of *PGA Tour Golf*. Real feeling of being out there on the course, smacking little white balls. **81%**

ARROW FLASH
SEGA £19.99
This is a very vacant shoot-'em-up. The graphics are poor, the power-ups limited and the guardians a cinch to kill. Why bother? **29%**

ART ALIVE
SEGA £14.99
This innovative art package encourages you to draw within the confines of the Mega Drive. Only one problem: you can't save or print out the pictures. **39%**

ASSAULT-SUIT-LEYNOS
IMPORT
Called *Target Earth* in the States. You are a robot who has to bash similar robots over eight moonscapes. Not much fun, but there are a few neat cheats. **42%**

ATOMIC ROBOKID
IMPORT
Yet another run-of-the-mill scrolling shoot-'em-up. Definitely one for blast-'em fans who aim to collect every cart released, even if they're rubbish. **37%**

ATOMIC RUNNER
SEGA £34.99
Impressive graphics and funky sound FX make this a good, solid platform shoot-'em-up. However, there are better around and this wears thin after a few hours. **59%**

AXIS
IMPORT
This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. **75%**

BACK TO THE FUTURE III
SEGA £34.99
Marty McFly, animated in the worst possible taste, proves to be a serious let-down in this disappointing film licence. Don't even think of testing it out! **28%**

BAD OMEN
IMPORT
This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts to kill. **71%**

BALL JACKS
SEGA £34.99
A strange game if ever there was one. Stealing spheres from your opponent's robot starts as fun at first, but soon becomes a futuristic bore and very, very tiresome. **28%**

BART VS THE SPACE MUTANTS
FLYING EDGE £39.99
This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so perfect; the graphics, the difficulty, the sound, etc and it's packed with challenge. **89%**

BART'S NIGHTMARE
ACCLAIM £39.99
Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. **75%**

BATTLETOADS
SEGA £39.99
This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. **39%**

BATMAN
SEGA £39.99
This fine conversion was only just released officially in the UK. It may get a tad boring, but the accurate graphics hold things together. **78%**

BATMAN RETURNS
SEGA £39.99
Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. **43%**

BATMAN: REVENGE OF THE JOKER
IMPORT
Better than all the other Sega versions put together, which isn't saying much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. **82%**

BATTLE GOLFER
IMPORT
A golden-oldie arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. **72%**

BATLEMASTER
IMPORT
Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. **78%**

BATTLE SQUADRON
ELECTRONIC ARTS £39.99
Its one advantage over other shoot-'em-ups is toughness challenging evenest gifted of players. If you want a great looking and sounding shooter, then this is your man! **85%**

BEAST WARRIORS
IMPORT
Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. **20%**

BIMINI RUN
IMPORT
A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. **57%**

BIO-HAZARD BATTLE
SEGA £39.99
With colourful, atmospheric graphics and a high difficulty setting, this has all it takes, but there isn't anything new in the way of gameplay. **68%**

BIO SHIP: PALADIN
IMPORT
Satisfactory two-player shoot-'em-up with cool sound and stunning level guardians. It slows down when there are too many sprites on-screen and it's pretty easy. **51%**



BLADES OF VENGEANCE
ELECTRONIC ARTS £44.99
You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undeath. **64%**

BLASTER MASTER 2
IMPORT
A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's so easy. **62%**

BLOCK-OUT
ELECTRONIC ARTS £19.99
Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging. **76%**

BLOCK-OUT
ELECTRONIC ARTS £44.99
A platform shoot-'em-up where the

character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. **59%**

BONANZA BROS
SEGA £19.99
Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in two-player mode you'll soon have it completed. **58%**

BUCK RODGERS
ELECTRONIC ARTS £39.99
Entry level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. **82%**

BUBSY
ACCOLADE £39.99
Guide Bubby around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over lastability. **81%**

BUDOKHAN
ELECTRONIC ARTS £39.99
The presentation builds up a terrific atmosphere. It's a shame that beneath it's a shallow beat-'em-up with few opponents and limited moves. **56%**

BULLS VS LAKERS
ELECTRONIC ARTS £39.99
Re-live the 1991 NBA finals in this basketball sim. Every detail is taken care of, making the game technically accurate if nothing else. For die-hard fans only. **78%**

BULLS V BLAZERS
ELECTRONIC ARTS £39.99
A very realistic basketball sim – fast and superbly simulated. The variety of shots, dunks and slams give you a wide choice of options making the game a very playable affair. **89%**

BURNING FORCE
IMPORT
A sad attempt at what should have been a thrilling blast-'em-up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times too. **26%**

CADASH
IMPORT
A Japanese arcade adventure. The detailed backgrounds and brightly coloured sprites make it fun to play, but the original enthusiasm soon wears off. **65%**

CALIBRE .50
IMPORT
Vertical shoot-'em-ups are fairly common and to be any good they need something extra special. *Calibre .50*, sadly, is very mediocre. **33%**

CALIFORNIA GAMES
SEGA £19.99
All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. **65%**

CAPTAIN AMERICA AND THE AVENGERS
SEGA £34.99
Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. **37%**

CAPTAIN PLANET
SEGA £39.99
Join the Planeteers in a typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. **39%**

CASTLE OF ILLUSION
SEGA £39.99
If you haven't got this, what have you been doing? This game has everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. **93%**

CENTURION
ELECTRONIC ARTS £39.99
A very welcoming historical strategy with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. **70%**

CHAKAN
SEGA £39.99
Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere – as does the music – but failing gameplay lets it down. **76%**

CHAMPIONSHIP PRO-AM
IMPORT
This is a cross between *Super Off Road* and *Super Sprint* with good isometric view of the track. The bright graphics and super little soundtrack make it appealing. **67%**

CHAMPIONSHIP BOWLING
IMPORT £37.99
An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. **69%**

CHESTER CHEETAH
IMPORT
A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at *Rocket Knight Adventures* for a decent alternative. **32%**

CHIKI CHIKI BOYS
SEGA £39.99
This is *Mega Twins* and it's far too cute and easy. Younger players may find a challenge hidden within, but this platformer offers very little. **44%**

CHUCK ROCK
VIRGIN £39.99
Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. **79%**

CHUCK ROCK 2
CORE DESIGN £39.99
A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. **71%**

CLUE
IMPORT
Cluedo, the popular whodunit board game, makes its way onto the MD. Has same failings as other board-to-console conversions. **76%**

COOL SPOT
VIRGIN £44.99
Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. **93%**

COLLEGE FOOTBALL
ELECTRONIC ARTS £44.99
A half way experiment between Madden'93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation of the playing moves. **91%**

COLUMNS
SEGA £29.99
Such simple puzzle games as this never seem value for money, but when you play them for as long as you'll be playing this it all becomes clear. **82%**

CORPORATION
VIRGIN £39.99
A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. **90%**

COSMIC SPACEHEAD
CODEMASTERS £39.99
Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. **83%**

CRACKDOWN
SEGA £39.99
Wander around *Gauntlet*-style, shooting everything that moves. The graphics are detailed and the gameplay addictive. **77%**

CRASH DUMMIES
ACCLAIM £39.99
Old platform-style revisited in this smash-'em-up. Entertaining and varied gameplay coupled with some good animation makes for fun. The only question is whether it's a bit too easy. **81%**

CRUE BALL
ELECTRONIC ARTS £39.99
Fast and furious pinball simulator. Tries to better the class *Dragon's Fury*, but

MEGA DRIVE

Once again it's time to open the ProFile to take a look back over all the best and worst releases for all the different formats. Armed with this info it should be nigh impossible to get back home with that precious game, only to find out that that nice shopkeeper's sold you another five-minute wonder!

fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuki! **69%**
CURSE
IMPORT

It's a sad day when something as appalling as this is released. Its only purpose value is the novelty of having the worst ever shoot-'em-up. **0%**

CYBERBALL
SEGA £19.99
Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. **36%**
CYBORG JUSTICE

SEGA £39.99
This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them to you yourself. **68%**

DAUGHTER OF DEATH
IMPORT
Novel graphics make this a real involving shoot-'em-up. There are 12 levels of alien plant terminating, ensuring this lasts for longer than your geraniums. **80%**
DARIUS II
IMPORT

12 levels can be attacked in any order means that there are a variety of possible endings. That alone should satisfy any shoot-'em-up player. **83%**

DARK CASTLE
ELECTRONIC ARTS £34.99
The soundtrack is the only saving grace of this tedious offering. Jerky character animation and poor collision detection will have you reaching for the off button. **50%**
DARWIN 4081
IMPORT

Shooting those classy little aliens can prove to be a chore at times, but with *Darwin 4081* it's simply a pleasure. Spectacular graphics. **81%**
DAVE ROBINSON'S SUPREME COURT
SEGA £39.99

The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Brilliant in all areas, but a pity the players aren't real. **84%**

DAVIS CUP TENNIS
TENGEN £39.99
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. **83%**

DEADLY MOVES
IMPORT
Poor attempt at a *Street Fighter II* clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. **51%**
DEATH DUEL

SEGA £39.99
A shoot-'em-up which offers more than just a blast. Extremely tough and ultra-fast gameplay to keep you on your toes, but too repetitive. **42%**

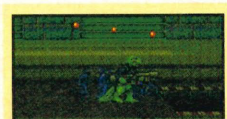
DECAP ATTACK
SEGA £34.99
Same game as *Magical Flying Hat Turbo Adventure* with Gothic graphics and gory killings. Big and very playable. **75%**
DESERT STRIKE

ELECTRONIC ARTS £39.99
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. **90%**
DEVILISH
IMPORT

Remember *Break-Out*? This is similar, but with far better graphics. Take control of two bats (not one) and break those walls down. Addictive bash-'em-down fun. **85%**
DICK TRACY
SEGA £19.99

Loads of neat cartoon statics and a decent attempt at character sprites, but the gameplay lacks originality. This is best version of the game. **71%**
DINOLAND
IMPORT

Devil Crash on a diet. Gone are the complex, atmospheric graphics and pounding sound. While poor scrolling and simple gameplay have been added – give it a miss. **43%**



DINOSAURS FOR HIRE
SEGA £44.99
Basically your average shoot-'em-up with good animation and an excellent difficulty level. Despite the score lability could be a problem. **83%**

DISNEY'S ALADDIN
SEGA £44.99
This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. **94%**
DORAEMON ADVENTURE
IMPORT

A bright and cheerful platformer that's suited to kids rather than adults. Cute graphics and light-hearted musical tunes make this an easy yet very playable release. **75%**
DOUBLE CLUTCH
SEGA £39.99

Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. **78%**
DJ BOY
IMPORT

While there's loads of originality in *DJ Boy* – a beat-'em-up on roller-skates (?) – it is simple and too easy. **59%**
DOUBLE DRAGON
BALLISTIC £29.99

A treat for fans of the arcade. Two players can jump and punch their way through the three stages of the city. Much better than the sequel. **72%**
DOUBLE DRAGON II
IMPORT

Everything is bad – even the sound! The graphics are flickery, characters slow to respond and gameplay tiresome. **29%**
DOUBLE DRAGON 3
FLYING EDGE £39.99

Hopefully the final episode in the abysmal *Double Dragon* battle. Five stages of repetitive and graphically useless street fighting. **35%**

DRACULA
PSYGNOSIS £39.99
Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes and movie scenario. **65%**
DRAGON'S FURY
DOMARK £39.99

Official release of *Devilish*. Stunningly addictive game that has superb graphics and sound with tons of brilliant bonus rooms. **81%**
DUNGEONS AND DRAGONS
IMPORT

Dungeons and Dragons will certainly test your RPG skills to the limit. Superb graphics and unlimited adventuring challenge make this a Mega Drive must. **84%**
DYNAMITE DUKE
SEGA £34.99

The *Op Wolf*-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. **73%**

EARNEST EVANS
IMPORT
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. **72%**
EA HOCKEY
ELECTRONIC ARTS £39.99

Was, in its day, one of the most accurate sport conversions ever. However, the improved *NHLPA Hockey* puts it down a few points. **85%**
ECCO
SEGA £39.99

Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. Excellent graphics enhance a refreshingly original game. **93%**
ELEMENTAL MASTER

IMPORT
This shoot-'em-up contains too few levels and they're all too easy to conquer. The gameplay is involving and very addictive. **81%**
EUROPEAN CLUB SOCCER
VIRGIN £39.99

If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Probably the best MD footy so far. **82%**
EVANDER HOLYFIELD'S BOXING
SEGA £39.99

Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. Awesome! **84%**
EXILE
IMPORT

A strange mixture of RPG, platform and puzzle, makes *Exile* an intriguing game to play. Admirable and well worth seeing. **78%**
EX-MUTANTS
SEGA £34.99

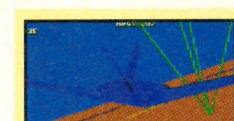
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. **69%**

F1
DOMARK £44.99
Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. **86%**
F-1 CIRCUS
IMPORT

Addictive and playable, *F-1 Circus* was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's great fun. **82%**
F-1 GRAND PRIX
IMPORT

Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as *F-1 Circus*, but the visuals are superior. **87%**
F-15 STRIKE EAGLE II
MICROPROSE £39.99

This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. **88%**



F117 - NIGHT STORM
ELECTRONIC ARTS £44.99
Pilot the stealth bomber through numerous special missions. More strategy than seat-of-the-pants flying as you use the latest laser-guided weaponry. Recommended for hardened flight-sim fans. **83%**

F-22 INTERCEPTOR
ELECTRONIC ARTS £39.99
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. **72%**
THE FAIRY TALE ADVENTURE
ELECTRONIC ARTS £39.99

One of the biggest and most challenging games ever. Fans of RPGs and adventures will love it, but it's also very accessible and ideal for newcomers. **81%**
FANTASIA
SEGA £39.99

Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very very tough. **81%**
FANTASTIC DIZZY
CODEMASTERS £39.99

Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and constructive puzzles. **90%**
FATAL FURY
SEGA £44.99

A fairly credible *Street Fighter II* clone with plenty of action and moves to begin with but the interest will fatter, unless you play it on the hardest difficulty setting. **84%**

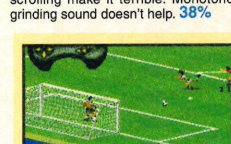
FASTEST 1
IMPORT
Full marks for splitting the screen for two-player racing, but zero for looks and gameplay. Racers are essentially simple, but surely not this basic? **48%**
FATAL LABYRINTH
SEGA £19.99

Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. **68%**
FATAL REWIND
ELECTRONIC ARTS £39.99

Originally titled *The Killing Game Show*, this makes excellent use of the machine's capability. Head-bangingly wicked soundtrack and super graphics accompanies this vast thinking-man's platformer. **86%**
FATMAN
IMPORT

This is no *Street Fighter II*, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. **64%**
FERRARI GRAND PRIX CHALLENGE
FLYING EDGE £39.99

Possibly the worst racing game available. Poor graphics and jerky scrolling make it terrible. Monotonous grinding sound doesn't help. **38%**



FIFA INTERNATIONAL SOCCER
ELECTRONIC ARTS £44.99
SegaPro Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. Superb! **94%**

FIGHTING MASTERS
IMPORT
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. **30%**
FINAL BLOW
IMPORT

As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. **42%**
FIRE MUSTANG
IMPORT

Somehow, a WW2 setting for a shoot-'em-up just doesn't seem right. The large graphics slow the gameplay below an acceptable speed. **55%**
FIRE SHARK
SEGA £19.99

Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. **75%**
FLAMEBACK
US GOLD £44.99

If you thought *Another World* was good, wait until you see this! It has more than the first version with better graphics and animation. **94%**
FLICKY
SEGA £29.99

The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. **37%**
THE FLINTSTONES
SEGA £39.99

Fred Flintstone has been kicking around for a fair old time and now he stars in his own MD game! Fun graphics and gameplay in this platform adventure. **79%**
FORGOTTEN WORLDS
SEGA £34.99

Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. **72%**

G-LOC
SEGA £39.99
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away with many enemies as possible! **80%**
GADGET TWINS
IMAGITEC £37.00

Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A

wonderful scrolling action packer where your hammer takes pride of place. **89%**
GAIARES
IMPORT

Yet another coin-op conversion. *Gaiarses*, however, is an impressive shoot-'em-up which should keep all blast-'em fans happy despite its lack of originality. **81%**
GAIN GROUND
SEGA £19.99

A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. **87%**
GALAXY FORCE II
SEGA £19.95

Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge – a total loser. **20%**
GAUNTLET IV
TENGEN £39.99

With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. **83%**
GENERAL CHAOS
ELECTRONIC ARTS £44.99

The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft touch of humour that makes this an original piece of software for the collection. **91%**
GEORGE FOREMAN'S KO BOXING
ACCLAIM £39.99

A poor attempt that should have been put to sleep the moment the programmers finished. **54%**
GHOSTBUSTERS
SEGA £19.99

All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. **28%**
GHOULS 'N' GHOSTS
SEGA £44.99

A pricey, but great arcade adventure that has already become a classic. There's no excuse to charge over the odds. Trouble is, everyone should at least try it! **90%**
GLOBAL GLADIATORS
VIRGIN £44.99

Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. **89%**
GODS
ACCOLADE £39.99

A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. **81%**
GOLDEN AXE
SEGA £19.99

In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. **72%**
GOLDEN AXE II
SEGA £19.99

Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Buy one if you must, but not both. **75%**
GOLDEN AXE III
IMPORT £34.99

The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! **62%**
GRANADA X
SEGA £29.99

Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. **77%**
GRANDSLAM TENNIS
SEGA £39.99

Run-of-the-mill tennis game, unofficially released as *Jennifer Capriati Tennis*. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. **59%**
GREENDOG
SEGA £39.99

Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficult

setting would've helped. **80%**
GREY LANCER
IMPORT

Ultra fast scrolling shoot-'em-up. Awesome soundtrack and nothing less than superb gameplay. The weapon selection adds even more fun. **83%**
GUNSTAR HEROES
SEGA £39.99

The original ideas and unique gameplay add to the fun and excitement of this two player shoot-'em-up that boasts effective and colourful backdrops. **87%**
GYNOUG
SEGA £19.99

At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. **76%**
HARDBALL
IMPORT

An average baseball simulator that looks nice, but doesn't offer a thing when it comes to the gameplay. Try something in the RBI series. **32%**
HARDBALL III
ACCOLADE £39.99

Baseball games come and go, but *Hardball III* will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. **80%**
HARD DRIVIN'
TENGEN £39.99

Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its critics, a very playable driving game. **83%**
HAUNTING
ELECTRONIC ARTS £49.99

Vito and Flo have made sure their brother has a hasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. **75%**
HEAVY NOVA
IMPORT

Robots in a colourful, but rather poor, one-on-one beat-'em-up. Another CD conversion which certainly hasn't worked with the use of a cart. There are plenty better in this genre. **29%**
HEAVY UNIT
IMPORT

This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. **68%**
HELLFIRE
IMPORT

Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. **69%**
HERZOG ZWEI
SEGA £19.99

You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. **76%**
HIT THE ICE
IMPORT

This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, destroying any incentive to progress in the tournament. **32%**
HOME ALONE
SEGA £39.99

Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. **54%**



HOOK
SONY £33.99
If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platform adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. **64%**

HUMANS
IMPORT
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. **80%**

THE PRO FILE

MEGA DRIVE MEGA DRIVE

ULTIMATE TIGER

IMPORT
Control one of the most heavily-armoured helicopters on Earth. Raw arcade blasting action with tons of weapons available to down the enemy. It's great fun. **80%**

ULTIMATE QIX

IMPORT
This certainly plays like the classic board game, Othello. But, if you really must play it, why not buy the original? Basic graphics and sound with very few surprises. **55%**

UNDEADLINE

IMPORT
You may be forgiven for thinking this is just a shoot-'em-up. After playing it, your opinion will alter. Mega power-ups and zombie level guardians keep everything alive. **85%**

UNIVERSAL SOLDIER

ACCOLADE £39.99
Turrican II has been slightly modified to incorporate UniSol level bosses. Not as tough as it looks, but super gameplay. **86%**

VALIS

IMPORT
The original hack-'em-till-they-die arcade adventure. Due to the release of *Valis III*, it's not worth bothering with this cart any more. If you must, dig it out for a laugh. **63%**

VALIS III

IMPORT
Looks great, but is incredibly boring. Plethora of pictures featuring wide-eyed Japanese people can't save a monotonous arcade adventure. **78%**

VAPOR TRAIL

IMPORT
The lack of difficulty pulls the rating down. While fun to play, with some breath-taking fast gameplay, you soon find nothing challenging in the game. **57%**

VARIS SD

IMPORT
This cute platform game leaves much to the imagination. Reasonable graphics, but nothing much else to offer the cutesy platform seeking gameplayer. **58%**

VERTYX

IMPORT
This is one of those scrolling shooters that is actually quite good, although dated. Big and beefy guardians to beat and tough levels throughout. **80%**



VIRTUAL PINBALL

ELECTRONIC ARTS £44.99
More construction than pinball thrills. The preset tables are dull as dishwater but it is possible to make some more exciting ones. Be warned, needs patience beyond the call of duty. **74%**

WANI WANI WORLD

IMPORT
The graphics make you wonder if it wasn't designed under the influence of a hallucinogenic substance. Two-player mode is addictive, but only mildly challenging. **85%**

WARDNER

IMPORT
A boring platform game which has nothing to offer and purchasing it may prove to be a complete waste of your money. **25%**

WARDNER SPECIAL

IMPORT
The only fun aspect is beating the oncoming hordes. While the usual elements are here, most will be dissatisfied with the sheer lack of any detail. **48%**

WARPSPEED

ACCOLADE £39.99
As an intergalactic space pilot, you must single-handedly prevent aliens from invading the Earth. A brilliant idea, although gameplay is totally unrealistic and the graphics are very dated. **36%**

WARSONG

IMPORT
You'll need quite a lot of patience to fully appreciate this wargame - if you can take time to study the manual and fully see the game beneath it. One for armchair generals. **90%**

WHEEL OF FORTUNE

IMPORT
If luxurious apartments and condominiums are your desire,

don't waste your money on this. Absolute rubbish with 4500 uninteresting questions. **43%**

WHERE IN THE WORLD IS CARMEN SANDIEGO?

ELECTRONIC ARTS £39.99
An unsuccessful return of the highly acclaimed entertainment game. The upper-class villains are too easy to capture, so it's boring for the experienced adventurer. Kids won't be fooled. **59%**

WHERE IN TIME IS CARMEN SANDIEGO?

ELECTRONIC ARTS £49.99
You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopaedia. A more successful attempt than the previous package, but it's still very lacking in entertainment. **70%**

WHIP RUSH

SEGA £34.99
The backgrounds in this shoot-'em-up are superb and scroll along at pixel-blurring speed. It's very, very playable and attractive too, but there has since been better games released. **65%**

WIMBLEDON

SEGA £39.99
Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. **80%**

WINTER CHALLENGE

BALLISTIC £39.99
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else like it. **78%**

WIZ 'N' LIZ

Fantasy typecast game, with addition of mixing spells and rescuing rabbits. The sub-games aren't up to much but you'll enjoy the two-player for a bit. **79%**

WONDER BOY III

SEGA £34.99
The two-player game is brilliant fun and very interactive, but the levels are so repetitive. Recommended for two players only and single players should try elsewhere. **79%**

WONDER BOY IV

SEGA £39.99
More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make Wonder Boy the cult figure he so badly wants to be. **82%**

WONDER BOY V

SEGA £39.99
The fifth, and most probably last, game in the current series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've p

WORLD CLASS LEADERBOARD

US GOLD £39.99
Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, *PGA Tour Golf*. **77%**

WORLD CUP ITALIA 90

SEGA £19.99
This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for it. **76%**

WORLD OF ILLUSION

SEGA £39.99
The wonderful world of Disney appears on

the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. **89%**

WRESTLE WAR

SEGA £19.99
Getting the moves is so infuriating that your wrestling move with the joystick than with the actual game. **74%**

WWF ROYAL RUMBLE

Disappointing fight sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the wrestlers you'll enjoy them flexing their sprites. **70%**

XDR

IMPORT
A mysterious shoot-'em-up, mainly due to the lack of information about it. Also known as *X-Dazzly-Play*. **54%**

XENON II

VIRGIN £34.99
Only the poor collision detection and occasional screen slowdown prevent this from being an essential shoot-'em-up purchase. **80%**

X-MEN

SEGA £34.99
A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! **78%**

Y's 3: WANDERERS FROM Y'S

IMPORT
An in-depth RPG which offers a considerable challenge. Fans of tough games will love it, but if you're not one, then steer clear. **78%**

ZANY GOLF

ELECTRONIC ARTS £39.99
Normal golf is a strange enough game, but this is barmy. A great party game and a very polished product. **66%**

ZERO WING

SEGA £19.99
Horizontal shooter which is flawed by its small graphics and ease. Looks like *R-Type*, but won't give any of that game's fans any problems. **77%**

ZOO

EA £39.99
This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun! **84%**

ZOOM

SEGA £29.99
Painter games live on, but only just in this cheap and cheerful puzzler. Average graphics and sound. Soon gets either too boring or too frustrating. This isn't up to much. **46%**

ZOMBIES

The arcade adventure that'll frighten the living dead out of you! Addictive gameplay and a huge playing area make this one for your collection. **91%**

You may have noticed that we've spent some time updating the scores. Many have been changed dramatically to reflect our revised opinion of each game.



The Master System is surely the most under-rated of Sega's machines. Here's a run-down of what's available for this format, including some excellent games that'll make those who put it down eat their proverbial hat...

ACE OF ACES

SEGA £32.99
MS flight sims have never been complex and this isn't breaking any new ground. Average opening statics but in-game graphics are pretty dreadful. **55%**

ACTION FIGHTER

SEGA £12.99
Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. **51%**

THE ADDAMS FAMILY

Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. **75%**

AGASHI TENNIS

TECMAGIK £32.99
The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. **84%**

AIRIAL ASSAULT

SEGA £29.99
Ancient, but relies on old-fashioned principles of keeping the player busy. This shoot-'em-up is still quite a frenzy. Graphics and sound are now dated. **69%**

AFTER BURNER

SEGA £14.99
Speed and frenetic action of the simple arcade variety here. It contains all the coin-op features, even the flying flip which will send you well dizzy. **85%**

ALEX KIDD IN HI-TECH WORLD

SEGA £29.99
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. **54%**

ALEX KIDD IN MIRACLE WORLD

SEGA £24.99
This is undoubtedly his most successful attempt. It was designed in competition to Nintendo's Mario and uses many of the same popular and successful elements. Essential Sega software. **90%**

ALEX KIDD IN SHINOBI WORLD

SEGA £29.99
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. **85%**

ALEX KIDD AND THE LOST STARS

SEGA £29.99
Usually Alex Kidd provides you with a testing challenge that lasts for months. Not in this! Finding the lost stars won't take you very long. **79%**

ALI

TONKA £29.99
Poor sprite collision, badly designed graphics, limited sound effects and a repetitive game target. Don't bother with it! **16%**

ALIN 3

ACCLAIM £32.99
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a definite winner. **90%**

ALIEN STORM

SEGA £9.99
Massive "save the human race" game, with cool visuals, but a bit on the easy side. A sort of *Golden Axe* in the 21st century. Recommended for gamers everywhere. **87%**

ALIEN SYNDROME

SEGA £29.99

If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy the seven alien-infested ships. **85%**

ALTERED BEAST

SEGA £14.99
Appalling conversion of a popular coin-op. It's a beat-'em-up that's severely flawed and made very average due to the flickery sprites and jerky scrolling. **50%**

AMERICAN BASEBALL

SEGA £29.99
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bat and pitch play. Good for one or two players. **83%**

AMERICAN PRO FOOTBALL

SEGA £29.99
This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. **76%**

ARCH RIVALS

FLYING EDGE £32.99
Basketball with an attitude problem as all the rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player mode. **83%**

ARCADE SMASH HITS

VIRGIN £29.99
Centipede, *Break-Out* and *Missile Command* all in one cartridge. All the games are fairly basic in content, but the addictiveness and playability shines through. **82%**

ASSAULT CITY

SEGA £14.99
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. **83%**

ASTERIX

SEGA £29.99
Whatever you do, don't miss out on this tour de force of arcade adventuring. The graphics could have been taken from the comic book, and the incidental music is more than just that. New Age MS excellence. **84%**

ASTRO WARRIOR

SEGA £29.99
Usual shoot-'em-up stuff and there's nothing here to make you think differently. Pick up the power-ups, learn the attack strategy and Bob's your uncle. **67%**

ATOMIC ADVENTURE

SEGA £12.99
Could have been a fun arcade adventure if you didn't get chucked back to the start every time you die. If the graphics weren't good, it would be insufferable. **70%**

BACK TO THE FUTURE II

IMAGE WORKS £34.99
Pathetic movie tie-in that has the odd good-looking graphic that you may recognise. Don't buy it anyway because it'll disappoint. **24%**

BACK TO THE FUTURE III

FLYING EDGE £34.99
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. **79%**

BANK PANIC

SEGA £17.99
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. **71%**

BART VS THE SPACE MUTANTS

FLYING EDGE £32.99
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. **93%**

BASKETBALL NIGHTMARE

SEGA £29.99
An innovative approach which is inspired by the film, *Teen Wolf*. Monster teams line up against each other. Solely to make you laugh. **58%**

BATMAN RETURNS

SEGA £29.99
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. **53%**

BATTLE OUT RUN

SEGA £29.99
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* refash. **67%**

BLACK BELT

SEGA £24.99
A criminally easy beat-'em-up. Incredibly poor graphics with backdrops containing little more than a wall and some sky. Unexciting and repetitive. **41%**

BLADE EAGLE 3-D

SEGA £19.99
Addition of some 3-D graphics pulls this shoot-'em-up above the usual offerings. Little challenge on the early levels but punishes on the last. **77%**

BOMBOR RAID

SEGA £29.99
Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes exceedingly boring. **33%**

BONANZA BROS

SEGA £29.99
Great graphics and some extra bonus stages. Primarily a two-player game, but it's also brilliant in one player as you try to find the lost ton ten frantic stages. **90%**

BUBBLE BOBBLE

SEGA £29.99
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. **86%**

CALIFORNIA GAMES

SEGA £29.99
Six events - skateboard, footbag, surfing, BMX, half-pipe and frisbee - means long-lasting challenge and enhanced playability. **85%**

CALIFORNIA GAMES II

SEGA £32.99
Hanging ten and catching waves may be fine in California but it's not very interesting on the Master System. Every event looks very dated and gameplay is far too simple. **56%**

CAPTAIN SILVER

SEGA £29.99
Finding buried treasure in real-life is pretty tough. Despite being difficult, the superb sprites and sound will keep you playing for ages. **82%**

CASINO GAMES

SEGA £29.99
This should help solve your addiction to one arm bandits in five minutes. After playing all of the Las Vegas-based games, you'll be sick of the sight of them for good. **44%**

CASTLE OF ILLUSION

SEGA £29.99

THE PRO FILE

MASTER SYSTEM

poorest version of a reasonable game. Yawn! **46%**

PRINCE OF PERSIA

DOMARK £29.99
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and extremely addictive. **94%**

PSYCHIC WORLD

SEGA £14.99
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy might have worked if it wasn't so pointless. **48%**

PSYCHO FOX

SEGA £29.99
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. Very good as an alternative to Sonic. **88%**

PUTT 'N PUTTER GOLF

SEGA £32.99
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. **86%**

QUARTET

SEGA £24.99
Warning: despite its name, this cart is not four games in one. In fact, it's one fairly unimpressive try at a platform shoot-'em-up. **25%**

RAINBOW ISLANDS

SEGA £29.99
A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but doesn't quite come up to scratch as it's too easy. **73%**

RAMBO III

SEGA £29.99
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addition only lasts for weeks. **77%**

RAMPAGE

SEGA £29.99
Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Simple, but very good action. **85%**

RAMPART

Tengen £29.99
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! **81%**

RASTAN SAGA

SEGA £29.99
Hac's slash romp through many varying landscapes, but this is one of the best games of its type. Polished and you won't be completing it in the first week. **88%**

RC GRAND PRIX

SEGA £29.99
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but why do Sega slap their name all over the hoardings? **59%**

RENEGADE

SEGA £29.99
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. **47%**

RESCUE MISSION

SEGA £9.99
Protect medical supplies that are being distributed to the troops. The graphics are great and the gameplay's got on. Got a Phaser? Got a tenner? Set this! **90%**

ROBOCOP 3

Yet another film release without much originality. Very basic gameplay makes this a title to forget about. Sad when the MS can do so much better.

52% ROCKY

SEGA £29.99
Surprise, surprise, this is a boxing simulation. Poor graphics and terrible animation result in a dire game. **32%**

R-TYPE

SEGA £14.99
This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. Everything is great. Go for it – you won't lose out! **94%**

RUINING BATTLE

SEGA £14.99
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. **44%**

SAFARI HUNT

SEGA £29.99
Originally included in the early MS packages for use with the Light Phaser. Perhaps the best cart available for target practise on the screen, but very rare these days. **63%**

SAGAIA

SEGA £9.99
What a grim affair this horizontal shoot-'em-up is. Its main problem lies in the dodgy collision and flickery graphics. But

the game is far too easy for almost any player. **43%**

SPECIAL CRIMINAL INVESTIGATION

SEGA £29.99
This *Chase HQ* sequel has poor graphics and dodgy controls. Full of action, but easy-peasy for anyone except real beginners. **54%**

SCRAMBLE SPIRITS

SEGA £29.99
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. With such a choice, you could find better. **44%**

SECRET COMMAND

SEGA £12.99
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Essential for any self-respecting shooter. **85%**

SEGA CHESS

SEGA £14.99
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. **83%**

SHADOW DANCER

SEGA £32.99
Suffers from flickery graphics and bad response rate, but there are pleasing effects such as the full screen magic and the lightning quick dog. **69%**

SHADOW OF THE BEAST

SEGA £29.99
Despite the obvious limitations of the MS, Tecmagik have done the business on this version of *Beast*. Superb visuals, excellent mood music and even some improved gameplay make it hot property! **90%**

SHANGHAI

SEGA £24.99
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. **85%**

SHUNKO

SEGA £14.99
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with stranded kids and that should easily be a doddle for most players. **79%**

SHOOTING GALLERY

SEGA £24.99
This is highly over-priced. Only four simple rounds of shooting various targets. Much better with a few players, so grab the family and gather round. **70%**

SHOOTING GAMES

SEGA £24.99
Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. Excellent value. **72%**

SLAP SHOT

SEGA £29.99
Like its MD counterpart, *EA Hockey*, *Slap Shot* is easy to get into and has all the added extras like brawling and dodgy umpiring. Don't worry if you don't like the real thing, this is pretty manic. **76%**

SONIC THE HEDGEHOG

SEGA £29.99
Totally excellent conversion proving that the MS can retain some originality. Sharing many of the characteristics of the MD version, this mini-arcade adventure is super-fast and instantly compelling. **92%**

SONIC THE HEDGEHOG 2

SEGA £32.99
A fantastic version of the most famous game in the world, but it's bugged. *Sonic 2* is simply the best game on the MS, but don't be too disappointed when Tails doesn't appear. **95%**

SPACE GUN

SEGA £29.99
If you're a dab hand with the Phaser, this title should bring a smile to your face. Not the best shooter so far, but reasonably good graphics. **56%**

SPACE HARRIER

SEGA £14.99
There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. An accurate and playable conversion. Available in a dreadful 3-D version for a tenner less. **84%**

SPEEDBALL 2

VIRGIN £29.99
Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. **89%**

SPELLCASTER

SEGA £14.99
One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. The vast adventure will take you underground, through space and time and even to the land of the dead. **90%**

SPIDER-MAN

SEGA £29.99
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. **80%**

SPORTS PAD FOOTBALL

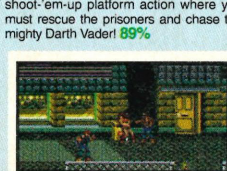
SEGA £29.99
Another sports simulation which relies on the defunct Sega Sports Pad. A good footy sim, but the control pad may prove impossible to find. **64%**

SPY VS SPY

SEGA £17.99
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. Great. **90%**

STAR WARS

US GOLD £32.99
This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! **89%**



STREETS OF RAGE II

SEGA £29.99
We were perhaps slightly generous to this scrolling beat-'em-up but it does play well and the sprites tumble nice and fast. Pity everything's a bit small but if you liked *SOR* you'll love this. **90%**

STRIDER

SEGA £14.99
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. **79%**

STRIDER II

US GOLD £29.99
Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. **75%**

STREETS OF RAGE

SEGA £29.99
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. **89%**

SUBMARINE ATTACK

SEGA £29.99
You take charge of a submarine and progress through the seaworld, while shooting anything that moves. It's like a poor water-bound *R-Type*. **68%**

SUMMER GAMES

SEGA £29.99
This is a real disappointment. The graphics are hopeless; the sprites small and terribly animated and the backgrounds contain no detail. Give it a miss. **40%**

SUPER OFF ROAD

VIRGIN £29.99
Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper, rough and tumble fun. Sprites are a little shoddy, but the speed compensates for this. **84%**

SUPER KICK OFF

US GOLD £29.99
All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a bit of a shame. **80%**

SUPERMAN

VIRGIN £32.99
An atmospheric platformer that suits our superhero down to the ground. Each level contains a variety of well drawn backgrounds and impressive sprite animation. **78%**

SUPER MONACO GP

SEGA £29.99
A simultaneous split-screen two-player mode makes for bad graphics. A poor atmosphere is created by flimsy backgrounds and unrealistic animation. **68%**

SUPER MONACO GP II

SEGA £34.99
A useless motor racing simulation which fails to create any kind of enthusiasm. The graphics are dire and the whole game should be avoided at all costs. **21%**

SUPER REAL BASKETBALL

SEGA £24.99
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. **85%**

SUPER SMASH TV

ACCLAIM £29.99
A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's too hard. **65%**

SUPER SPACE INVADERS

DOMARK £32.99
Original waves and a sensational simultaneous two-player option set this above any clone. **82%**

SUPER TENNIS

SEGA £9.99
This price of this keeps dropping! The graphics are childish, the sound appalling and it completely fails to capture any of the

sport's fun. **29%**

TAZ-MANIA

SEGA £29.99
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. **81%**

TECMO WORLD CUP '93

SEGA £29.99
Very different from the arcade, but still plays well on the MS. Fast and furious action from start to finish, but it isn't the best and is a poor release. **69%**

TEDDY BOY

SEGA £9.99
Simple in concept, but superbly implemented and subsequently very addictive and playable. However, be warned it's a very cute platform game that may make you sick. **70%**

TENNIS ACE

SEGA £14.99
Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. Tennis fans should apply here for the next tourney. **83%**

THE TERMINATOR

SEGA £34.99
Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy. It's just about as tough as the man himself and won't be completed in a hurry. **90%**

THUNDER BLADE

SEGA £14.99
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. **65%**

TIME SOLDIERS

SEGA £29.99
The coin-op was based as a fairly torrid affair. More time is spent running from enemies than fighting them and this gets very tedious. **36%**

TOM AND JERRY

SEGA £29.99
You're likely to finish this cartoon adventure far too quickly. 2Mbits worth of pleasant to look at platform comedy, but it won't be for long. **74%**

TRANSBOT

SEGA £9.99
Oh dear! It has all the usual elements; shoot-'em-up, based in a post nuclear world and invading aliens, but it's so badly programmed that *Transbot* is pretty awful. **25%**

TRAP SHOOTING

SEGA £29.99
As the title suggests, this is a clay pigeon shooting sim. Not exactly wonderful to play, but the well-animated targets can prove fun to hit. Limited appeal. **45%**

TRIVIAL PURSUIT

DOMARK £29.99
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. **81%**

T2: JUDGEMENT DAY

You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic punch and a pop-gun. Gives new meaning to 'tedious'. **35%**

ULTIMA IV

SEGA £39.99
If you like RPGs such as *Phantasy Star*

and *SpellCaster*, then you should have this in your collection. It's vast, challenging and it comes with a great manual and map. **92%**

ULTIMATE SOCCER

SEGA £29.99
Plenty of options and challenging competitions make this a well put together footy sim that has good graphics and addictive gameplay. **84%**

VIGILANTE

SEGA £29.99
This coin-op conversion is a very simple beat-'em-up, but worthy of praise for the sheer enjoyment, but the game is simplified slightly in its translation. **77%**

WWF: STEEL CAGE

SEGA £32.99
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to re-create the action. **79%**

WANTED

SEGA £24.99
Rootin' tootin' varmint-blowing Phaser fun as you are appointed sheriff of the town and told to clean up the place. You might even enjoy it and the extra controls are welcomed! **78%**

WIMBLEDON

SEGA £14.99
Centre court has never been so good on the MS. Realistic graphics and superb animations made even better by super-standard. **90%**

WOLFCHILD

VIRGIN £29.99
A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. **72%**

WONDER BOY

SEGA £24.99
This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. **81%**

WONDER BOY IN MONSTERLAND

SEGA £29.99
The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. Buy it, play it, and you won't regret it. Honest. **89%**

WONDER BOY IN MONSTERWORLD

SEGA £29.99
An all round stunner! Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? **90%**

WONDER BOY III: DRAGON'S TRAP

SEGA £29.99
If you like the others, you'll go wild over the third outing which is the best by miles. You must again hack your way along the path, but you are helped out by shops, that sell weapons, along the route. A great arcade adventure without hedgehogs or ducks. Now that has to be worth something! **93%**

WOODY POP

SEGA £19.99
This had to be hard to get hold of as it uses the Paddle Control, which is no longer available. Cutesy graphics, but that's about it. **47%**

WORLD CLASS LEADER BOARD

US GOLD £29.99
A quality golf sim with all the bells and

whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. **83%**

WORLD CUP ITALIA 90

SEGA £24.99
It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than the real thing. **77%**

WORLD GAMES

SEGA £24.99
This old chestnut is definitely middle-of-the-road software. None of the games are truly bad, but none stand out as worth much play. **65%**

WORLD GRAND PRIX

SEGA £12.99
This has the basic element – cars – but fails to have the other important things, like decent graphics, sound and opponents. **70%**

WORLD TOURNAMENT GOLF

SEGA £32.99
Thankfully, this golfing sim comes across fairly well on the MS. There are many different competitions to enter and the controls are very easy to master. **75%**

WORLD SOCCER

SEGA £24.99
A horizontally scrolling footer. The players are bigger than in most games, but the odd perspective makes it hard to direct the ball. **63%**

XENON II

VIRGIN £29.99
You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some dodgy collisions. **85%**

Y's: THE VANISHED OMENS

SEGA £32.99
An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. **84%**

ZAXXON 3-D

SEGA £19.99
Great in the arcades, but not here. The graphics are appalling, the sound irritating and the gameplay unrecognisable. **42%**

ZILLION

SEGA £24.99
The Nora forces are expanding and you must blow them up. Some great statics and a decent storyline help create an involving atmosphere. **67%**

ZILLION II

SEGA £24.99
Identical to the original, with the evil Baron Ricks up to his old tricks. He's captured your friends and you must help them soon. Gripping stuff. **67%**

Who knows, after you've managed to find a game that suits you might get a mention on the hallowed page that serves as the gamers' hall of fame. You'd better play harder and longer than everyone else, because only the best reach ProScores.



PPC CLASSIFIEDS

For Sale

For Sale RBI 4 £20, Corporation £22, Crack Down £10. Also SEGAPro issues 3-21 and 24-26 £35. Issue 1 £10 or £40 the lot. Or swap for *Bulls vs. Blazers, Road Rash II, Cool Spot*. SNES carts also wanted. Call James (081) 778-2678.

For Sale Sega Mega Drive with three joypads and five games – *Bubsy, Desert Strike, Splatterhouse 2* plus cheats. Boxed £200 ono. Tel: (0492) 548017 – ask for Nigel.

For Sale UK Mega-CD plus Mega Drive, 19 top games all reviewed over 85%, two arcade power sticks, 25 issues of SEGAPro all boxed as new. Retail £1000, bargain £250. Call (0494) 765560.

For Sale Master System with 17 games, two control pads, Light Phaser games inc *Chuck Rock, Simpsons, Sonic*. £170 ono. Tel: Norwich 250199 and ask for Adrian.

For Sale Mega Drive. Good condition with five games inc. *Flashback, F-22, Sonic and Super Monaco GP*. Sell for £140 ono. Surrey area. Can't collect. Call Glenn on (081) 669-0839 after 5pm.

For Sale Game Gear. Nine games inc. *Sonic, Sonic 2, Outrun and Mickey*. Also mains adaptor. £150 ono. Write to Oliver John, The Old Vicarage, Oakmoor, Staffs ST10 3BD.

For Sale Three cheap Master System games – *Chuck Rock, Golden Axe* and *R-Type*. Only £12 each ono. Contact Paul on (0353) 721880.

For Sale Master System II with 12 games inc. *Sonic 1 & 2, Castle of Illusion, Tazmania* for £120. Phone Chris after 3:00pm on (0793) 430774.

For Sale Game Gear games, inc. *Sonic 2* £15, *Batman Returns* £15, *Bart* £10, *Indiana Jones* £10, *Tazmania* £10, *Shinobi* £15. Phone (0925) 225863 after 6:00pm.

For Sale Mega Drive games – *Desert Strike, Powermonger, Shadow Dancer, Budokhan, Arch Rivals, Corporation, Sonic 1 & 2, Universal Soldier*. Boxed with instructions. All offers considered. Phone

Richard on (091) 5262193 after 6:00pm.

For Sale Past issues, wide range of Sega Force, SEGA Pro, Power and Zone. Good condition, reasonable price (could even include free gift). For details phone Gavin on (0756) 748465 after 5:00pm, before 8:00pm.

For Sale Mega Drive games: *Spiderman, Castle of Illusion, Mega Games 1 and Home Alone* £15-20 or swap for *Bubsy, Flashback* or *Cool Spot*. Tel: (091) 2372026.

For Sale Sega Master System (two pads) one joystick with *Sonic* and *Hang-On* £40 ono. Tel: (0273) 671722.

For Sale Excellent condition *Fatal Fury* for Mega Drive. Boxed with instructions. £35. Tel: (071) 673 7376.

For Sale Unused Fantastick Dualist joystick for Mega Drive £20. Action Replay Pro £30. SCART lead £5. *Streets of Rage 2* £36. *Terminator 1* £22. Tel: (051) 426-0138.

For Sale Game Gear with 12 games inc. *Sonic, Sonic 2*, battery pack and Magnigear. All boxed £250 ono. Call Neil on (081) 902 3632 for more details.

For Sale Game Gear, 10 games, Magnifier adaptor. Will sell for around £150 or as separates. Call Gavin on (0756) 748465 between 5:00pm and 8:00pm. PS: Might swap!

For Sale *Desert Strike* for £22 ono and I will sell a pair of Turbo batters size 7 for £33 ono. Phone (0332) 677209 and ask for Dave!

For Sale Mega Drive 2 control pads, carry case and six games: *Flashback, Mortal Kombat, Lemmings, Desert Strike, Sonic 1 & 2*. £170. VGC still boxed (0705) 381125.

For Sale Mega Drive games for between £13-£20. *Super Hang-On, Streets of Rage* and *Golden Axe*. If interested Tel: William on (071) 435-1939.

For Sale *Desert Strike* and *Fantasia* only £40 or swap for *Micro Machines*. Phone Ben on (0271) 867587. Hurry! Also consider swapping for *Fatal Fury* or *Bubsy Bobcat*.

For Sale Over 30 Mega Drive games, from £8 to £15. Old and New titles. Send SAE to Russell, 25 Seaking Crescent, Highwoods, Colchester, Essex CO4 4RJ.

For Sale Mega Drive and 16 games. Loads of mags and cheat books etc. All worth over £700 but will sell for £350. Tel: (0278) 751313.

For Sale Game Gear game *Global Gladiators* £15. West Bromwich only. Phone (021) 525-3007.

For Sale Mega Drive games: *Hard Drivin', Rambo III, Whip Rush, Space Harrier II, Zero Wing, Super Hang-On, Monster Lair, Zoom, Super Thunder Blade, Burning Force* –£10 each! Tel: (0202) 487615.

For Sale Sega mags. Mint condition, free gifts, video cheats, review booklet and more – sell for £25 or swap for *Cool Spot* Mega Drive. Ring (0388) 605825. Ask for David.

Wanted

Wanted Hint books for Mega Drive games – *Rings of Power* and *Phantasy Star 2*. Pay good price. Send phone number or offer to: 23 Crouch Caravan park, Hullbridge, Essex SS5 6PX.

Wanted Amiga A1200 with joystick, mouse and lots of games. £100-£160. Also Game Gear games wanted – £5-£12 paid. Tel: after 6.00pm (0344) 845580.

Wanted Sega Master II games – very cheap. I'm only 10 years old with very low pocket money. Please help me – phone Andy on (0705) 386216.

Wanted Sega XS issue one for the *Ecco* solution. Please help! Will pay to save my sanity. Tel: Bev on (0462) 484240.

Penpals

I'm a Mega Drive owner looking for a penpal aged 16-22, male or female, to swap games with and who likes football. Send a photo to Mike, 1, Bracknell Close, Wood Green, London N22 5RE.

Thirteen year old girl seriously wants male hunky guy. Like computer games sports. Anyone interested write to Nicola Bradley, 18, Alcester Drive, Glen-Berry Green, Willenhall, West Mids.

Gamer-Link! The penpal club for gamers, run by gamers! Over 370 members worldwide! Send for details now to 28 Churchfield, Ware, Herts, SG12 0EP!

Hi! I'm looking for a penpal male if poss age 11-13 into Game Gear stuff. Write to (Miss) Jane Elsley, 83 Wolverdene Road, Andover, Hants SP10 2AO. PS photo if poss! Bye!

Swap

Swap Master System II with six games including *Sonic, Sonic 2* and *Moonwalker*. Plus carry case for SNES,

one game. Call Ben on (0962) 855585. Thanks!

I have *LHX, Chakan, Hardball 3, Desert Strike*. All games considered. Contact John, 9 Home Avenue, Duns, Berwickshire, Scotland TD11 3HQ.

Swap *Afterburner, Wonderboy 3* and *Secret Command* (all unboxed – sorry!) for *Sonic 2* or *Asterix* (on the Master System). Tel: (0534) 851073, ask for Tom.

I will swap my Game Gear with five games for a Mega Drive with about three games. If interested phone (0675) 470477 (ask for Max).

I have *Tazmania* (Mega Drive) and wish to swap it for *Mega-Lo-Mania, Jungle Strike* or *Cool Spot*. Tel: Simon on (0302) 886463. Please call out of school time.

I will swap my Master System *Tazmania* for *R-Type*. Must be boxed with instructions, as is *Tazmania*. If interested contact William on (0473) 780251 after 7:00pm.

Will swap *Afterburner II* and *Spiderman* for *Desert Strike* (Mega Drive) – must be able to collect. Phone (0344) 489614 (Berkshire area) before 9:00pm.

Neo Geo and selected games – sell for £350 or swap SNES or Mega Drive plus games. Tel: Scott (021) 523-7202.

I will swap my *Sonic The Hedgehog* on Master System for your *Heavyweight Champ*. If you are interested phone (051) 722-4169 (after 4.30pm Mon-Fri). Thankyou!

Sega Mega Drive with two joypads, *Sonic, NHL '93, Road Rash, Dragon's Fury* and *WWF* for your SNES with *Street Fighter II* and *F1 Exhaust Heat*. Tel: (0268) 752827 (Essex area).

Swap *Chuck Rock* or *ESWAT* for *Lotus Turbo Challenge* or *WWF Wrestlemania*. Tel: (0704) 212280 after 5.00pm.

Clubs

Join the Mega Drive club free! One of the best agencies around! Write to: D-Club, 8 Coresford Drive, Priesthill, Glasgow, Scotland G53 6PH. Photo if possible.

Cheats, send a postcard together with a game name and we will send you tons of cheats! 2 Close St Andre, First Tower, St Helier, Jersey. Please include 40p.

Games – new and secondhand, plus loads of tips and cheats. We've got the lot! It's the fastest-growing club around – don't miss out! Ring Steve on (0742) 485339 NOW!

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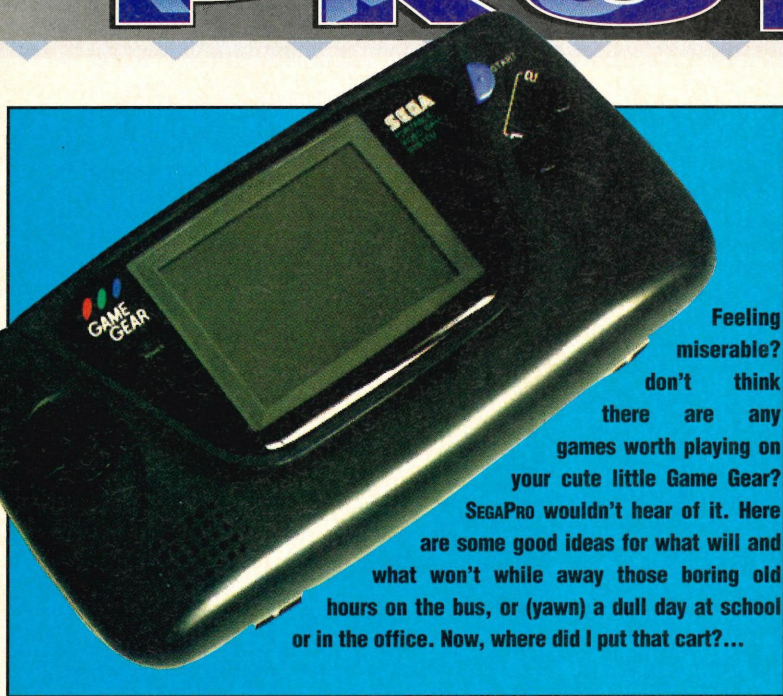
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THE PRO FILE

GAME G



Feeling miserable? don't think there are any games worth playing on your cute little Game Gear? SEGAPro wouldn't hear of it. Here are some good ideas for what will and what won't while away those boring old hours on the bus, or (yawn) a dull day at school or in the office. Now, where did I put that cart?...

ADDAMS FAMILY

A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and general adventuring. **77%**

AERIAL ASSAULT

Oh dear! A totally useless air-combat game to be avoided at all costs! Graphics offer nothing to the imagination and gameplay is virtually nonexistent. **42%**

ANDRE AGASSI TENNIS

A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. **48%**

ALIEN 3

All action platform game with superb graphics and atmospheric tunes. *Alien³* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. **88%**

ALLEN SYNDROME

The conversion of a really old arcade has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. **83%**

ARIEL: THE LITTLE MERMAID

Ariel may look the business but that's as far as it goes. A waste of a Disney licence and not much fun unless you're a beginner. **71%**

AX-BATTLER

One of the stars of *Golden Axe* features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great *Golden Axe*. It's very unfriendly and poorly executed. **56%**

BART VS THE SPACE MUTANTS

Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with superb graphics, great sound and devilishly good gameplay. **92%**

BATMAN RETURNS

Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. **65%**

BATTER UP

The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. **76%**

THE BERLIN WALL

Mega-colourful and crammed with cutesy bad guys and *Bubble Bobble* style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. **88%**

BUSTER BALL

Speedball is a game that's not out on GG, but *Buster Ball* goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. **70%**

CASTLE OF ILLUSION

Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. **93%**

CHAKAN: THE FOREVER MAN

Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! **90%**

CHASE HQ

Basically *Out Run* with guns in a typical Miami Vice environment. Music is ultra grim, but the superb graphics and stupendous gameplay are fast and inviting. Pity this lacks content and is far too easy. **74%**

THE CHESSMASTER

Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. **83%**

CHUCK ROCK

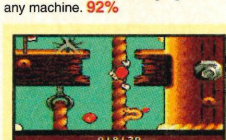
Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamer. Challenging levels throughout and totally addictive. **87%**

CHUCK ROCK 2

Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. **78%**

COLUMBUS

Very tough and challenging puzzle game in the style of *Tetris*. Excellent in one-player, but even better with two players linked up. Could become one of the all-time classic Sega games on any machine. **92%**



COOL SPOT

If possible, even better than the MS conversion with bright, colourful graphics and still that wonderful animation. Brilliant small screen platforming. **95%**

COSMIC SPACEHEAD

A superb portable interactive adventure that's as appealing and attractive as the *Dizzy* release. It's very colourful and the variety in gameplay is solid and addictive. **85%**

CRASH DUMMIES

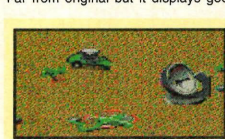
All that's here is a small compendium of very short and addictive stages that may interest the very young but at this price, I doubt it! **49%**

CRYSTAL WARRIORS

Fantasy RPG on the Game Gear at its best. Bright and clear graphics, although a tad small at times but very impressive overall. **79%**

DEVILISH

Far from original but it displays good graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) **37%**



DESERT STRIKE

Another good conversion to the GG where you can fly an Apache against the mad dictator. Rescue MIAs and do some serious property damage. Good aggressive stuff. **88%**

graphics and scrolling. With little else to offer, it's a wise bet to avoid it, unless you enjoyed *Break-out* (!) **37%**

DEFENDERS OF OASIS

A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. **88%**

DOUBLE DRAGON

A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also far too slow and frustrating to bare. **45%**



DRACULA

A standard platformer with the usual platforms, bonuses and guardians. The supernatural theme works well as do some sinister backgrounds. **81%**

DRAGON CRYSTAL

A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. **80%**

EVANDER HOLYFIELD BOXING

Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. **84%**

ECCO

The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. **92%**

FACTORY PANIC

Gorb is trying to distribute the goods from his Russian factories. Loads of elements try to stop you, making this one tough and enjoyable game. **86%**

FANTASY ZONE

Play this game with your sun-glasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about - totally OTT. **86%**

FANTASTIC DIZZY

Even on the small screen *Dizzy* makes for a great portable adventure. The interactive cartoons are great fun to puzzle out and the sprites are graced with character and sparkle. **92%**

FROGGER

Frogger's attraction is to see your friend get run over on his first couple of goes. After you are become familiar with the timing, it becomes very repetitive and simplistic. **75%**

F1

Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition given by computerised versions of top Grand Prix drivers. "Quite remarkable Murray." **81%**

G-LOC

G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. **60%**

GALAGA '91

A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. By the time you reach level six, you've seen it all before. **63%**

GALAGA 2

Although playing that old classic *Space Invaders* may seem like fun, it's not that great if you're shelling out £27.99 for it. Enough said. **60%**

GEORGE FOREMAN'S BOXING

This sad boxing sim (also known as *Heavyweight Champ*) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. **56%**

GG ALESTE

Halley Wars falls into insignificance against this ultimate blaster. Smooth scrolling, original and awesome guardians and ear-busting SFX make the whole *Aleste* experience one you will never forget. **92%**

GLOBAL GLADIATORS

The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. **58%**

GRIFFIN

A brightly coloured shoot-'em-up, and a playable one too. Big sprites, statics of foxy young Japanese girls and addictive gameplay make this a great game. **86%**

HALLEY WARS

The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. **88%**

HEAVYWEIGHT CHAMP

This sad boxing sim (also known as *George Foreman Boxing*) becomes incredibly repetitive. The graphics may look good but there's very bad animation here and the gameplay is even poorer. **56%**

HOME ALONE

Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. **42%**

THE HUMANS

This above average puzzler may look the part, but it is lacking the playability that *Lemmings* offers. It's also frustrating. **75%**

INDIANA JONES 3

Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. Sound is atrocious and the game is tough. **78%**

JAMES BOND

James in small sprite form fails to make much of an impression in this only average platformer. Won't leave you very shaken or stirred. **70%**

JAMES POND II

This is a terrific handheld adventure for anyone. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. **90%**

JOE MONTANA FOOTBALL

Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. **85%**



JUNGLE BOOK

Disney's Mowgli really looks good on the smaller screen. The animation is smooth and sprite detection slick. Pick up the boomerang and you're bound to come back. Class platform action. **93%**

KINETIC CONNECTION

Overly difficult puzzle game in which you have to re-arrange the pieces of a jigsaw. It's fun for a while but it ultimately drives you insane. **72%**

KLAX

Klax has been described as "devastatingly addictive." 99 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. **85%**

KRUSTY'S FUN HOUSE

A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. **77%**

LAND OF ILLUSION

It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. **94%**

LEMMINGS

Take control of the Lemmings and save their skins with various constructive activities. Extra-ordinary graphics and a game which offers a real challenge. **88%**

THE LUCKY DIME CAPER

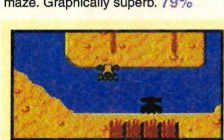
Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. **93%**

MAPPY

Jump around platforms collecting things. Not exactly original and not exactly good either. The graphics are really unimaginative and there's no playability. **50%**

MARBLE MADNESS

The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically superb. **79%**



MICRO MACHINES

A real joy. Wacky racing at its best as you have 'round those household circuits. Its not *F1* - but who cares! This is fun, pure and simple. As always Codemasters give value for money. **86%**

MONSTER WORLD II

A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. **84%**

MORTAL KOMBAT

The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. **91%**

NINJA GAIDEN

Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version - that includes a password system. **84%**

OLYMPIC GOLD

Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. **79%**

OUT RUN

The classic racer loses nothing in translation to the small screen - except its difficulty. Even so, it's very exhilarating and miles better than *Super Monaco GP*. **77%**

exhilarating and miles better than *Super Monaco GP*. **77%**

OUT RUN EUROPA

The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fail to impress the majority of games players. **64%**

THE OTTIFANTS

Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and this takes away most of the appeal. **63%**

PAC-MAN

What a great little game this is. Everything is just like in the coin-op - even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. **66%**

PAPERBOY

Die-hard *Paperboy* addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. **79%**

PENGO

This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. **79%**

PGA TOUR GOLF

This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the PGA event. **85%**

POP BREAKER

Dodgy graphics and frustrating gameplay knock this back a little. Slow shoot-'em-up action that gets a little predictable after a while. **68%**

POPPIES

Puzzle fans everywhere should own a copy of *Poppies*. Totally cutesy graphics enhanced with reasonably good sound fx. Addictiveness is the key to Domark's first, but definitely not last, venture on the GG. **89%**

PRINCE OF PERSIA

One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. **93%**

PREDATOR 2

Avoid this if you possibly can as it is complete shovelware from the MS version, which wasn't too inspiring itself. Very disappointing. **38%**

PSYCHIC WORLD

Blimey, this is a truly awful game. It's one of those that actually makes you cringe as you play. Anyone who has bought this has our pity. **12%**

PUTT AND PUTTER

When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it the best available. **85%**

RASTAN SAGA

Under-rated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. A must-buy. **91%**

RC GRAND PRIX

Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well. This has all the right elements, but doesn't manage to keep your attention. **59%**

ROBOCOP 3

No originality in this game that attempts to re-hash a tired old format. Even taking into account the limitations of the smaller screen, this is very poor stuff. **55%**

SHINOBI

Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. **84%**

SHINOBI II

Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find the Elemental Crystals to enter the final battle. It's addictive, but as with the first, it may be too easy. **90%**

SKWEEK

Also known as *Slider*, it has colourful graphics that are a tad on the small size. All the addictiveness of *Klax* with 30 password levels. **82%**

SLIDER

SEGA £24.99
Also known as *Skweek*, it has colourful graphics that are a tad on the small side. All the addictiveness of *Klax* with 30 password levels. **82%**

SOLITAIRE POKER

SEGA £24.99
Yawnarama card game has nice sprites, but sound and gameplay soon become annoying. Novelty wears off, even the girl telling you how many levels you've got to go. **70%**

SONIC THE HEDGEHOG

SEGA £29.99
Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. **91%**

SONIC THE HEDGEHOG 2

SEGA £24.99
As with the original, this is better than on the other formats. Excellent scrolling and sprite animation proves Sonic can be improved, but its similarity could prove too much. A fantastic game in its own right. **95%**

SPACE HARRIER

SEGA £24.99
The hit conversion has been ripped to shreds here. Jerky playability and blocky sub-standard graphics make this a schlocky affair. Oh dear. **71%**

SPIDER-MAN

SEGA £24.99
Flying Edge
Forget the Master System, Flying Edge has based this little beauty on the Mega Drive version. It's not only packed with cartoon story statistics but also some enthralling gameplay over five massive stages. **92%**

SPIDER-MAN 2

SEGA £29.99
A slightly disappointing follow-up to the highly acclaimed original. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. **66%**

STAR WARS

SEGA £27.99
With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A huge hit with any fan of the movie for sure. **90%**

STREETS OF RAGE

SEGA £24.99
Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. **89%**

STREETS OF RAGE II

SEGA £29.99
A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. **88%**

SUPERMAN

VIRGIN £27.99
Good old Superman has finally made his way on to the hand held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. **77%**

SUPER GOLF

SEGA IMPORT
Golfing made simple. Not as realistic as *Leaderboard* but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. **86%**

SUPER KICK OFF

SEGA £29.99
The definitive footy game on the GG. Amazing playability makes the MS version bluish with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Totally excellent! **93%**

SUPER MONACO GP

SEGA £19.99
While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. **55%**

SUPER MONACO GP II

SEGA £25.99
Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. Lost again, *Ayrton*. **71%**

SUPER OFF ROAD RACER

VIRGIN £24.99
With eight stages of arcade racing madness, it is sure to be a hit. Thoroughly challenging and compelling from the word go. The graphics are as close to the original as possible. Highly recommended to all boy (or girl) racers. **90%**

SUPER SMASH TV

SEGA £24.99
Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. **58%**

TALESPIR

SEGA £24.99
Disney games are renowned for their cartoony feel and this is no exception although it fails miserably in the gameplay stakes. **35%**

TAZ-MANIA

SEGA £24.99
A fantastic platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's well worth persevering. **84%**

TENGEN'S WORLD CUP SOCCER

DOMARK £27.99
Enjoy the thrills of a World Cup tournament on the small screen. With 24 countries, a management facility and a gear-link option, this is a highly addictive and playable soccer game. **85%**

THE TERMINATOR

VIRGIN £27.99
One of the finest platform blasters ever to arrive. Superb sprite animation and totally challenging missions. A few gameplay quirks may prove annoying, but everything else is tops. **91%**

TERMINATOR II

ARENA £32.99
A mediocre release that tends to fall into the same category as many other film-based releases with standard platform action and only a reasonable adaptation of the movie plot. **71%**

T2: JUDGEMENT DAY

SEGA £27.99
Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. **20%**

TOM AND JERRY

SEGA £27.99
A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this a highly enjoyable adventure. **80%**

UTIMATE SOCCER

SEGA £29.99
A playable soccer sim that has all the stats and option but fails to match the appeal of *World Cup Soccer*. Controls are fiddly and sprites are a little shoddy. **78%**

VAMPIRE MASTER OF DARKNESS

SEGA £27.99
Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. **85%**

VIKING CHILD (TIE)

GAMETEK £19.99
Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. **84%**

WWF: STEEL CAGE CHALLENGE

ACCLAIM £29.99
The Gear is used to its full potential with the excellent take-off of the sport. The best wrestling game yet but obviously it won't appeal to everyone. **84%**

WAGON LAND

NAMCOT IMPORT
Cute Japanese graphics with rather impressive additional features. Nothing more so than the weapon your user friendly fur fires. **66%**

WIMBLEDON

SEGA £29.99
Struggling to see the ball is not the only problem with this version. The sprites aren't too impressive either. Alongside this, the difficulty is far too challenging. **48%**

WOLFCHILD

VIRGIN £27.99
Like the MS version, this is really a basic platformer that lacks ideas and gets pulled down with dull and lifeless gameplay. Not one for the collection unfortunately. **59%**

WONDER BOY

SEGA £19.99
This little foray adds fun to the normal arcade adventure. The great graphic and sonic effects combined with deep gameplay, make this a very addictive game. **84%**

WONDER BOY: DRAGON'S TRAP

SEGA £19.99
Far from a wonderful episode in the series. A predictable scenario appears, including a cute main character and an in-depth arcade adventure. Okay in its own right but unoriginal. **75%**

WOODY POP

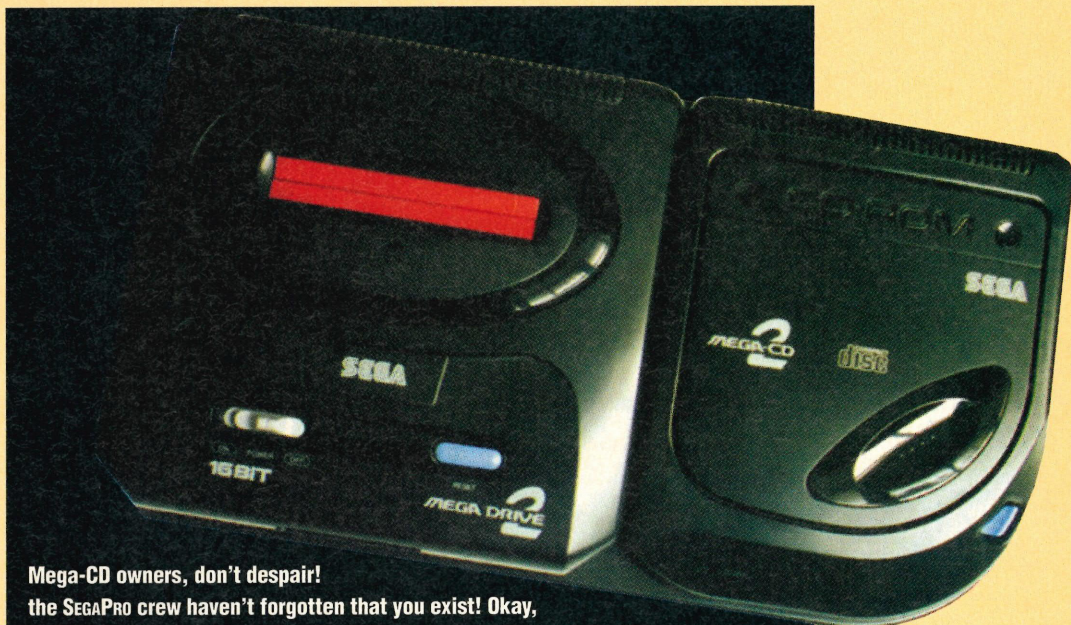
SEGA £19.99
Break-Out games are two-penny nowadays. While this one doesn't take them to the Twilight Zone, it does add loads of neat graphics and smart gameplay features. **87%**

WORLD CLASS LEADERBOARD

SEGA £24.99
Everything a golfer could want: clubs, courses and some crackly speech! Gameplay is limited and sometimes very slow, but two-player mode is appealing. **80%**

Phew! After finding so many good games crammed into such a small amount of memory, it does make you wonder what they could do with the larger formats if they tried that bit harder.

Obviously only having 2Mbit to



Mega-CD owners, don't despair!

the SEGAPro crew haven't forgotten that you exist! Okay, so you may feel superior because you've got a CD thingummy, but here to prove we care is a PROFILE page of your very own.

AFTER BURNER III

CRS IMPORT
This all-action arcade flight sim isn't very good. Poor graphics and a ridiculous, increasing difficulty level make this nothing more than an average game. Nice music though. **45%**

BATMAN RETURNS

SEGA £39.99
Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. **86%**

BLACK HOLE ASSAULT

SEGA £39.99
Superb visual sequences to see and background music is a joy to hear. However, this follow-up to *Heavy Nova* has no gratifying features. The tough tournament options do little to keep up interest. **45%**

CHUCK ROCK

SONY IMPORT
Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. **72%**

ROBO ALESTE

COMPILE IMPORT
Constantly repetitive shoot-'em-up which tries to compete with *Sol-Feace*. CD games should be more advanced and while this is fantastic to look at, the gameplay is totally boring. **60%**

DEVASTATOR

IMPORT £41.00
This shoot-'em-up has the fast and addictive action that's typical of the CD's capabilities. Opening movie sequences are great, but the graphics during the game are rather disappointing. **73%**

DRAGON'S LAIR

READYSOFT £TBA
The classic arcade comes to CD with only a slight loss in picture quality. Fantastic animation and really hard puzzles makes this a winner. But is it a bit too difficult? **90%**

DUNE CD

VIRGIN £44.99
A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well constructed sci-fi ideas. **91%**

EARNEST EVANS

WOLFTEAM IMPORT
One of the first releases for the Mega-CD. Spectacular graphics and a good storyline. Numerous soundtracks and constantly challenging stages make this platformer a real pleasure to play. **56%**

FINAL FIGHT CD

SEGA £39.99
Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is

the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. **91%**

FUNKY HORROR BAND

SEGA IMPORT
Far from impressive Japanese RPG. This is mainly due to the text being in the above mentioned language. Unfortunately, the graphics and sound which are great, end up being totally wasted. **23%**

HEAVY NOVA

MICRONET IMPORT
A fantastic introduction, as with the majority of Mega-CD games but little else to offer. Two fighting robots in a one-on-one battle with terrible gameplay. Hardly original and just about bearable. **34%**

HOOK

SONY IMPORT
Brilliant visuals and an enchanting story line. All the right ingredients for a great game, but slightly lacking on gameplay. **50%**

JOE MONTANA'S NFL FOOTBALL

SEGA SPORTS £44.99
A superior sports sim with big sprites and replay close-up. Nevertheless, even with the legendary Joe it doesn't match the playability of *Madden '94* that you can play on your basic MD. **83%**

JAGUAR XJ220

SEGA £39.99
This first Mega-CD racer isn't too bad, but apart from the course designer and nice music, there's little in it that couldn't have been done on a cart. **72%**

KRIS KROSS MAKE MY VIDEO

SONY IMPORT
A novel concept for the Mega-CD. Cut, edit and add your own little touches to Kris Kross videos. Nice release which is very different and there should be more to come from the top bands in the Sony music stable. **56%**

LETHAL ENFORCERS

KONAMI £49.99
A light-gun game of stunning simplicity as you blast the bad guys away. Mindless – but not gutless – this is the ultimate stress-reducing experience. **88%**

MARKY MARK: MAKE MY VIDEO

SEGA £39.99
Despite the superb motion video while you edit Marky's video, gameplay is dull. Even if you're a fan of inspired pop music, this won't offer much! **49%**

NIGHT STRIKER

IMPORT £41.00
A very easy shoot-'em-up where the graphics are too pixilated and the challenge is far too easy. The scaling works well, but CD gamers will be disappointed with this drivel. **36%**

NIGHT TRAP

SEGA £49.99
One of the first CD games to use full motion video, although highlighting the usual display limitation of the Mega-CD. It's a big game and there's lots of challenging gameplay. **60%**

MICROCOSM

PSYGNOSIS £44.99
Looks good, interesting story-line but, you guessed it, the gameplay isn't really up to scratch. Basic shoot-'em-up interspersed with CD film bits. The human body backgrounds are good but lastability isn't. **61%**

PRINCE OF PERSIA

SEGA £39.99
Totally engrossing, but possibly too challenging. The well-known platform adventure at its toughest. The main character is well animated, but a poor choice of colours make the graphics average. **65%**

ROAD AVENGER

SEGA free with Mega-CD
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. **60%**

SEWER SHARK

SEGA £39.99
Grossy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. **62%**

SHERLOCK HOLMES

SEGA IMPORT
A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. **78%**

SHERLOCK HOLMES II

SEGA £39.99
Three more cases await Holmes in a sequel that boasts impressive film sequences (totalling an extra one hour's worth). Shame the challenge is limited. **79%**

SILPHEED

IMPORT
Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. **69%**

SOL FEACE

SEGA free with Mega-CD
The original blast-'em on the Mega-CD. Graphics and sound are fantastic with spot-on guardians and wild sound effects. Shoot-'em-up fans should check it out! **44%**

SONIC CD

SEGA £44.99
A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. **90%**

SPIDEY VS KINGPIN

Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't use any of the Mega-CD's real capabilities. **37%**

SUPER LEAGUE CD

SEGA IMPORT
What a dire piece of plastic. *Super League CD* offers very little gameplay and nothing in the way of a challenge. Graphics are very disappointing and the lack of detail is unbelievable. **49%**

SWITCH

IMPORT
Perhaps the most bizarre Japanese game we've ever seen! This has no gameplay in the traditional sense and getting through each level relies on luck! Although this sounds very strange, the graphics and wacky sense of humour are brilliant! **67%**

TIME GAL

WOLFTEAM IMPORT
Fantastic cartoon quality graphics throughout and some of the best music so far. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, check it out soon! **80%**

THUNDER STORM FX

WOLFTEAM IMPORT
Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone. Watch out for those mountains! Seriously wicked. **84%**

THUNDERHAWK

CORE £44.99
An explosive and action-packed warfare release that uses the scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great fun, then becomes a little repetitive and easy. **79%**

THE ADVENTURES OF WILLY BEAMISH

SEGA £39.99
Willy must avoid a barrage of do-gooders in his quest to compete in the Nintendo championships. Solutions to his problems are often far too easy, and there is a long wait between interactions. **55%**

WOLFCHILD

SEGA £39.99
A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. **70%**

WOLFDOG

SEGA IMPORT
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound effects, there is nothing that justifies its appearance on CD. **82%**

If you've already got an extensive selection of CD games, why not check out our tips guide to *Monkey Island* in this issue? Every month we bring you the best tips for the best Mega-CD games.

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COMPO

WIN!

GROOVY PELE STUFF!

Accolade are a decent bunch you know. You are always guaranteed a smile and an enormous slap up meal at their expense for the flimsiest of reasons. Having said that, it's not done in vain because they have their new football licence, *Pelé*, to promote!

Pelé, in case you didn't know, was the Brazilian footballer who was quite simply the greatest footballer who ever lived (he's still alive though!). His skill, power and ability to bamboozle defences was legendary, and although he never quite scored from the halfway line, he did come close on several occasions.

To celebrate this wondrous footballing occasion (well, we have to hype it up, you know!) Accolade are bunging us a selection of Pelé stuff, including copies of the game, footballs and T-Shirts. To have a chance of winning this gear, all you have to do is answer these fabulously easy questions!

THE QUESTIONS

1. Which American soccer team did Pelé manage in the 1970s?
a) New York Cosmos
b) San Francisco 49ers
c) Atlanta Hawks

2. One of Pelé's famous Brazilian team mates was called:
a) Kant
b) Plato
c) Socrates

3. What film was Pelé in with Sylvester Stallone and Michael Caine?
a) The Great Escape
b) Escape to Victory
c) A Clockwork Orange

Now rush the following coupon to:
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Rules:

First prize: copies of the game, mini football, sweatshirt. Five runners-up will receive footballs and/or sweatshirts depending on how many we can squeeze out of Accolade. Only one entry per person. All employees of the Accolade and Paragon are forbidden to enter this compo. All entries must reach us by February 1st. The winner will be the person who, in the Editor's opinion, answers the questions correctly. No correspondence will be entered into. The Editor's decision is final.

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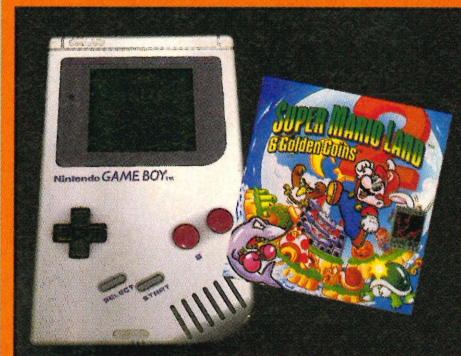


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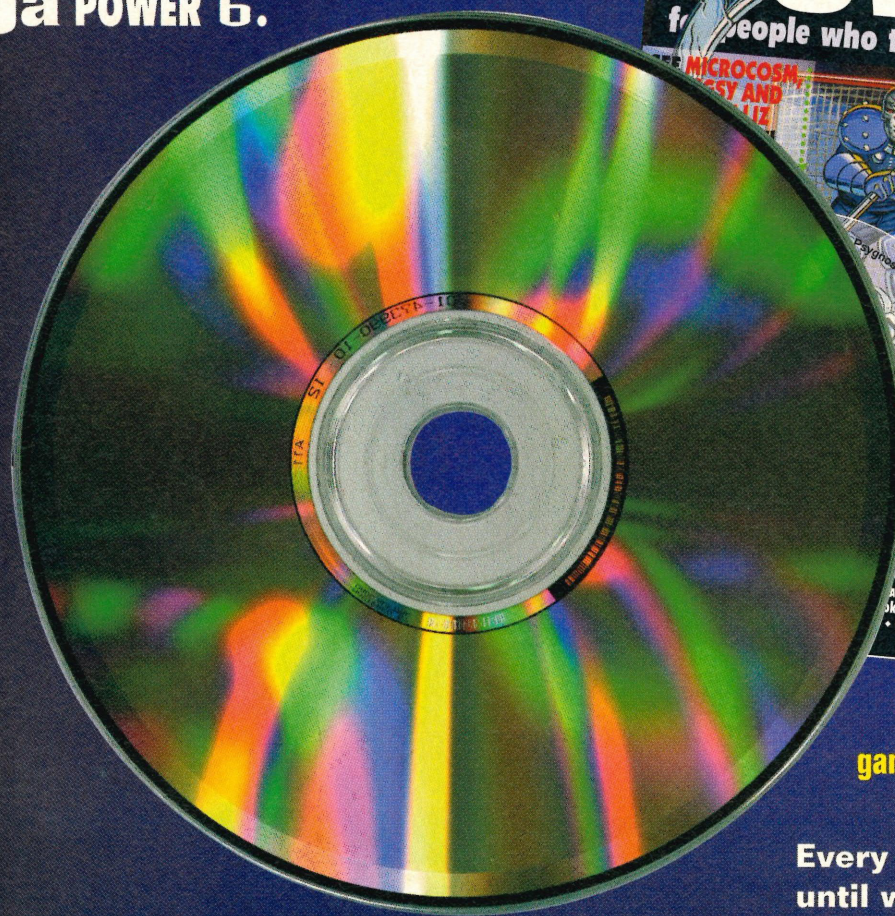
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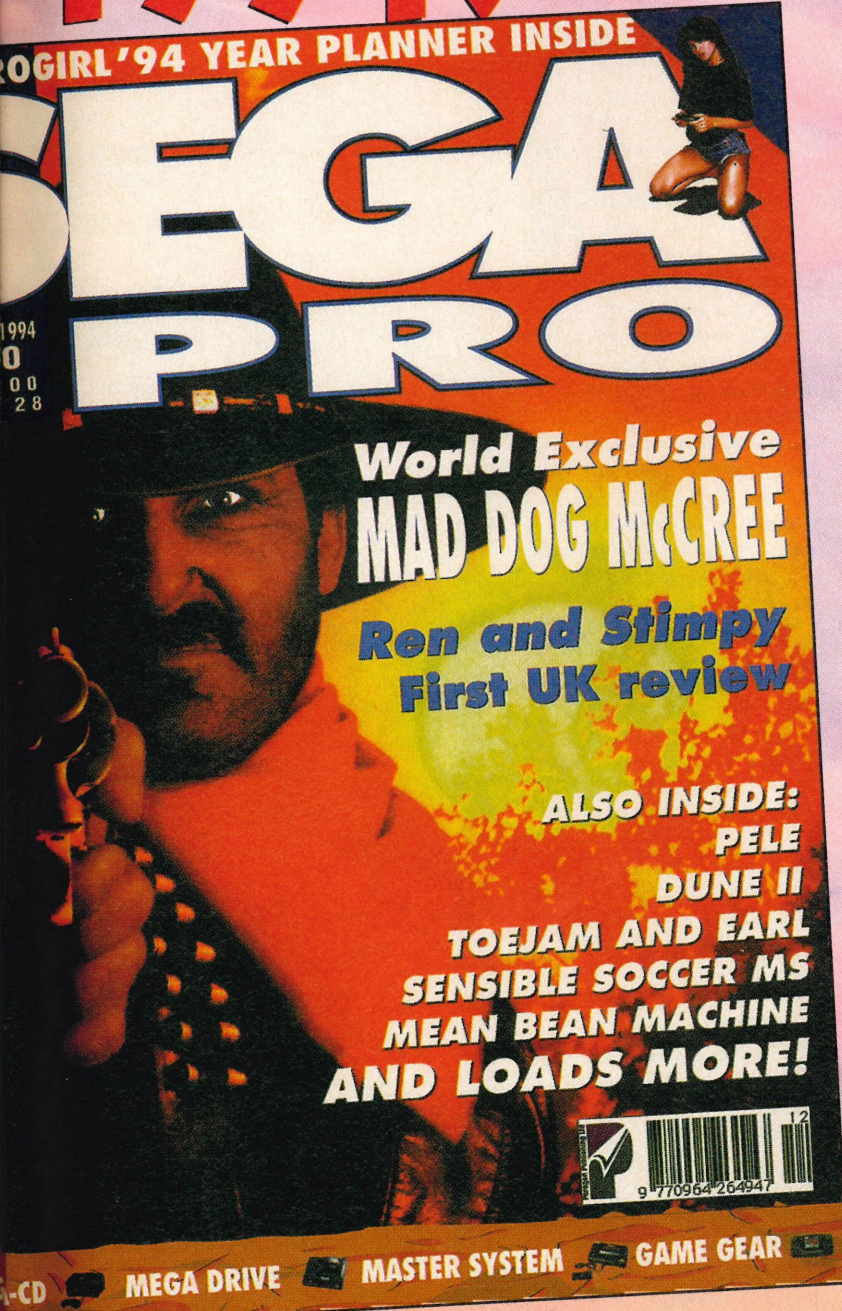
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CONTACT

Gee golly gosh! We get an Everest of mail every day, so much so that a large part of our valuable time is spent sorting it out into the correct bundles.

So please make sure you send all submissions to the proper department (see below) at:

SEGAPro,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

PROTEST

The letters sent here are usually some silly git rabbling on about how jealous they are of someone else, some poor guy needing help with their console or probably just about anyone who needs advice on console specific problems.

You can ask what games will be available or how to get in contact with a company but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SEGAPro T-shirt but only witty, cheeky or lively submissions are even considered - you can't win a T-shirt by asking for some advice!

PRODEBATE

In addition to letters, we sometimes have ProDebates, which should be addressed like so: TV Debate, ProTest. Get your views into the open and state your case. SEGAPro T-shirts are awarded if we consider a point to be particularly valid. If you want to start a debate, write in and let us know about it!

PROART

Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it returned, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art sent each month wins a stupendously brilliant SEGAPro T-shirt.

PROTIPS

There are so many types of tips which can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending your tips.

PROHELP

Our revitalised section is bigger and better than ever! If you're stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES

No prizes here but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER

If you have finished a game recently, why not tape it and if it's published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a (sometimes) witty storyline.

PROTESTES

So. Got an opinion, or is something just plain winding you up? Could it be the price of carts or the price of horses? (Eh?) Well there's only one place where you'll get a straight answer - and that's from the Professionals. Get those letters in to the address below and who knows - you may win a T-shirt or even a game of your choice! It's all in your hands...

Send your letters to:

Nick Merritt,
Protest,
SEGAPro
Paragon Publishing,
124 Old Christchurch Road,
Bournemouth,
BH1 1NF.

ON THE BLAG

I am 14 years old and I own a Mega Drive and Master System. I've been reading SEGAPro and I had the idea of writing reviews for games. I would very much like to write reviews for SEGAPro in exchange for allowing me to keep the games. If you wish to accept my offer to publish in your

magazine, you would have to send me the games and then I would send the review to you. Obviously, we would have to work out an arrangement where you can be sure that I would send you the reviews.

James Webb,
Bexleyheath

Hmmm... Nice try, but even we have problems with keeping the games after we review them! (These software houses are a tight-fisted bunch). But if you really want to write for a games magazine, this is the way to do it: Get your GCSEs (with English Language and Maths at decent grades) - the more the merrier. Then do your 'A' levels (with some of them being essay-based, like Geography or History). Next, either write to the magazine publishers with a 500 word review of a favourite game (with the review in the style the magazines are written in) and then hope, or get a degree, then send the review in and hope.

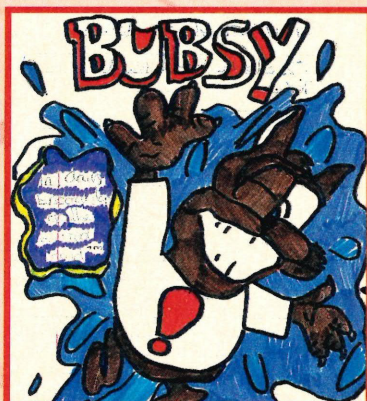
Either way, it's not easy to get into the business as you have to show an interest in games and writing. Oh, and if you get the job, be prepared for late nights, huge amounts of stress and Production people yelling at you to get your work done on time. And you think school is bad! Good luck.

FOOT FIRST

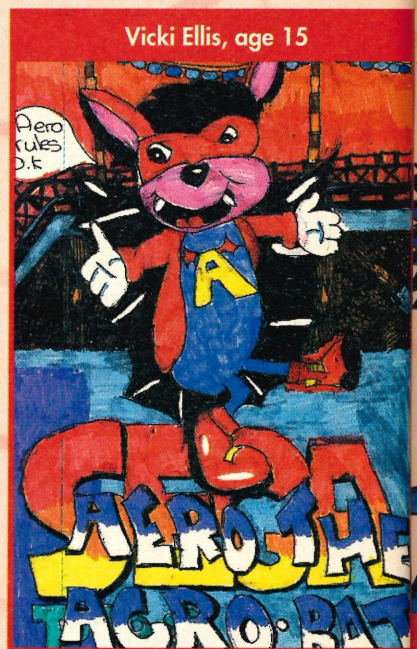
I own a Master System and I'm an avid football fan. I have a few questions for you regarding Sensible Soccer, which I must say is amazing on the Amiga. Firstly, please tell me when it is being released on the



Anthony Stevens



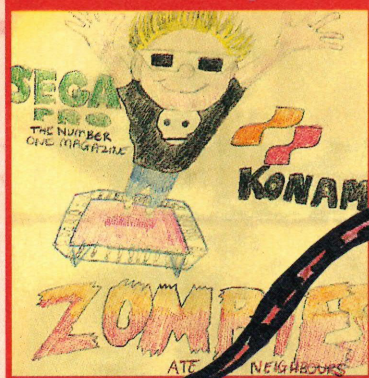
Emma Hayler, age 10



Vicki Ellis, age 15



Dean Wheeler, age 12



a dilemma and you are the only source of information I require. Let me explain my problem in a little more detail: Recently I had my Mega Drive converted in such a way that it is now able to run at both 50Hz and 60Hz. I thought with this minor and uncomplicated piece of electronic surgery carried out I would be able to enjoy the prospect of playing all my games on a full-screen and 17.5% faster.

To my shock and horror I found that when I switched my switch so that the Mega Drive would be running at 60Hz I got a picture on the screen that was out of synch – not what I had expected at all! I checked my SCART lead and that was in perfect working order so that wasn't

Master System. Can you give me a list of football games coming out for the MS next year? Finally, when will *Robocop vs. Terminator* be released on the Master System?

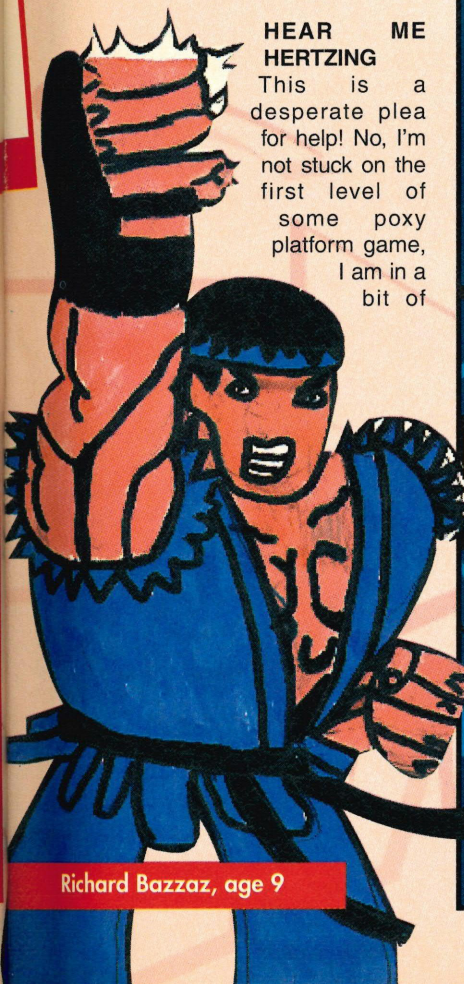
Christopher Donaghy, Glasgow

Ahhh, nothing like easy questions! *Sensi* is appearing on your Master System this December and should be out by the time this mag hits the streets. Check the review in this issue.

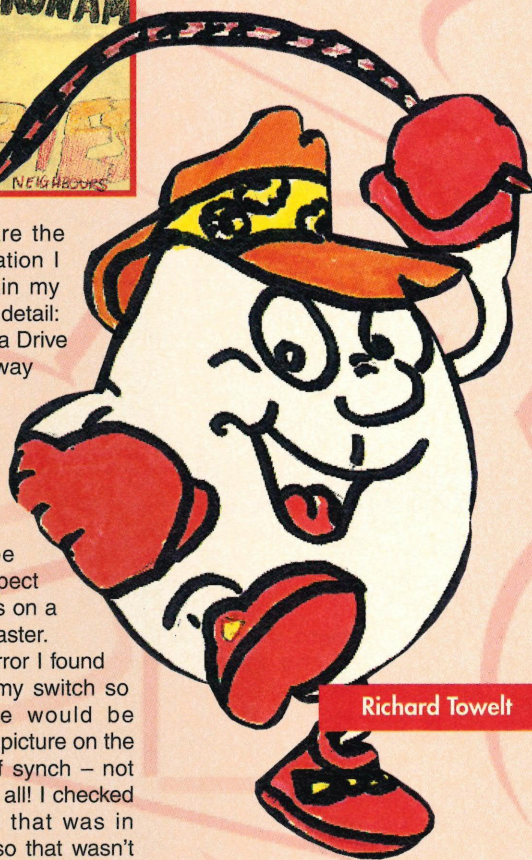
As far as other footy games are concerned, although it's too early to have release dates as yet, keep an eye out for *World League Soccer* from Codemasters and *Football World Cup from US Gold*, all in the first half of 1994. Finally, *Robocop vs. Terminator* on the Master System should be available now.

HEAR ME HERTZING

This is a desperate plea for help! No, I'm not stuck on the first level of some poxy platform game, I am in a bit of



Richard Bazzaz, age 9



Richard Towelt

★ T-shirt winner ★

BAD IDEA

I think I have a couple of great ideas for an anti-theft device for our beloved consoles. (By the way, this letter will self-destruct in 60 seconds, so I'd read it fast if I were you). (You really think we'd want to linger over it? – The Pros).

1) I think that if someone wrote their name and address on the console then the thief who stole it would be polite enough to send it back with sincere apologies.

2) This is my best idea: I reckon that if you let Michael Jackson borrow your console it would be safe enough 'cos nobody would ever find him. Oh, by the way, I know he's hiding somewhere in your staffroom so you'd better give me a copy of *SFII: SCE* or I'll tell everyone.

Rory McNulty, Huddersfield

(NOTE TO READERS): There then followed some of the worst line drawings of the *SEGAPro* team we've ever seen with frankly abusive captions next to them, although we liked the one about Pete.

1) We know Yorkshiremen like to think of themselves practically as a separate nation but we didn't think anyone had travelled that far down the road of delusion.

2) Our staffroom is used by the smoking fraternity and is avoided by just about everyone, so I can't imagine MJ wanting to hang out there... unless it's all part of a cunning plan and we're not supposed to want to go into the room for a reason. Alternatively, it could just be paranoia.

Besides, we've got some better ideas to prevent anyone from wanting to nick your console: Tie your console to an elephant or to some other handy zoo animal; weld your console to your mum's wrought iron coffee table; or buy a Mega-CD unit and attach it to your Mega Drive.

There you are, helpful eh?



Answering your questions is one of the most important jobs at *SEGAPro* as we really do care about our readers' points of view. Unless it's a Monday.

In this section we aim to help anyone with a problem. If the family Mega Drive just isn't working properly, your Game Gear is constantly posing problems or you're after that elusive import game, this is the section to write to. Send your problem posers to:

Problems and Procures,
SEGAPro
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth,
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Paul Scally of Hoddesdon asks Problems and Procures if he can use his standard three button joystick to pull off all of the special moves in *Street Fighter II: Special Champion Edition* or must he use a six button joystick? If so, how much does one cost?

No, you don't have to use a six button joystick to enjoy all of the special moves on *SFII: SCE*, but you will experience one or two problems. Playing the game is much more difficult with a three button pad as you must press START to switch between punch and kick moves. Six button joysticks vary in price but you can buy a standard Sega pad for around £15.00.

Daniel Piper and **Jonathan Taylor** have a complaint about *G-Loc* on the Game Gear. They think Sega should make a follow-up with a taking off and landing sequence. Well, we don't know of any plans for a follow-up at this time, but why don't you pass on your suggestions to Sega? Who knows, they might go for it!

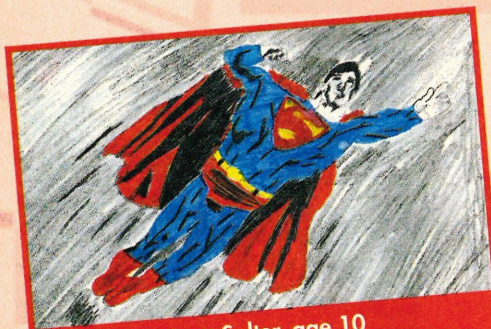
Matthew Tulloch from Darlington writes in complaining about the amount of space given to Game Gear reviews – but does concede that the rest of the magazine is brilliant. Thanks! Well, in answer to his criticisms, part of the 'root and branch' look at the mag we're taking does encompass the amount of space we give certain games for certain formats – so worry not! You may find a few of the changes over the upcoming months to your liking (So yes, you can subscribe now!).

Charles "Thunder Thumb" Ash from South Africa, being the genius he is, asks us if videogames can damage a TV set. His TV has been in for repairs five times and he's starting to suspect a conspiracy amongst TV repairmen to keep this possibly profitable problem under wraps. Luckily for the repairmen, there is no conspiracy – a videogame will not damage a TV set under normal use. BUT there are ways if you're stupid

PROTEST!



Francis Kilkelly, age 14



Scott Salter, age 10

Andrew Portsmouth Goodall,

To be quite honest, we can't give you a definitive answer to that one. All UK TVs are set to work at 50Hz, which as we're sure you know is the UK electricity mains frequency, but if you invest in a multi-sync monitor this might cure your problem. However it seems to be an expensive way of speeding

your games up a bit.

FISHY STORY

I'm not quite sure why I'm writing this letter as it probably won't get answered but I suppose there's no harm in trying. Anyway, what I'd like to know is: Are any games companies gonna release a fishing game? If you're wondering "what is a fishing game going to be like" well, hopefully something like *Match Fishing* on the ever so old Spectrum 48K. And is there any chance of the



Shaun Bartlett

PROQUOTES

Once again here is a selection of the best, worst and most bizarre comments of the month!

PROQUOTES

"To stop your console getting nicked, stick one of your dad's old socks into the cartridge slot!"
Paul Crosby, West Yorkshire
Melting the console is a bit extreme isn't it?

"Please PLEASE PLEASE PRINT this letter!"
Colin Dorman, Airdrie
Well, you got some of it printed!

"I think your mag is mental. Keep it up!"
Matthew Illegible-surname, Maida Vale
Er, thanks.

"I am writing to you for advice... No sooner have I opened your wonderful mag than my kipper Eric bounces up on his toaster and eats me. So I have to get my elephant Norman to protect me but he gets washing-up liquid on the pages."
Rooney "Pilchard" Wimms, Sawston
Shoot the elephant and eat the kipper. And do the dishes more often.

"Being the genius that I am, I have devised a diabolical plot that will bring the games developers to their knees..."
Charles "Thunder Thumb" Ash
Us too... The £45 price tag

Mega-CD price going down around December/January?

Amanda Gwee (your No. 1 fan), Middlesex

Just one thing: When you're writing a letter in please don't sound so miserable! I almost electrocuted myself through my keyboard by the end of your first sentence because I was so depressed.

Anyway, the answer to your question is Yes, there is a fishing game for the Mega Drive - King Salmon (see issue 15 for more details). You'll find it on import. Apart from that, we don't know of any others, apart from the upcoming sequel (more on that another day). Oh and as for the Mega-CD - forget it, Sega won't even consider dropping the price during their busiest sales period of the year. But



to hurt it slightly. Firstly, never leave a still image on the screen for more than a few hours (for example, if the game is paused). You can get the problem of phosphor burn-out where the actual glowing dots that make up the screen get the still image 'burned' into them. You can see this problem on old computer monitors in second hand shops. Secondly, never use a videogame with large screen back-projection TVs. These are more susceptible to the problem just mentioned.

David Webster from Dundee writes in wanting a free copy of *Mortal Kombat* from us because his lousy taste in games has meant that his mates laugh at him. We laughed too at your pathetic attempt at a blag. You'll have to appeal to our self-interest, not our better nature - none of around here have one.

All is not well with **James Thompson** from Loughborough. He's asking why we call the gifts on the front of the mag 'free' when we bump the price up by 25p. Well, the price has actually gone up to 25p for good now, so yes, the gifts are still in fact free! James also wants to know where he can get *Streetfighter II: Special Champion Edition* the cheapest. Easy - Mail Order - check out some of the adverts in this issue. Finally, James would like to know which four-player adaptor he should buy. That's a bit trickier as it really depends which games you want to play. If you're an EA Sports game fan, try the 4-Way Play. Otherwise, Sega's is worth a squint.

Vicky Richardson from Taunton wants to know how to deal with sub-epidural hematoma caused by a fall. The simple answer, Vicky, is to drill through the skull and drain off the blood, thus relieving the pressure on the brain. But remember, it's best attempted by a person with advanced neuro-surgical training.

Andrew Ross from Winchester also writes in, wanting to know how to end the war in Bosnia and how the future of the Balkans will shape up. The simple answer is re-partition of the country followed by a phased withdrawal of aggressor forces, all carried out under the control of the United Nations. A period of cooling off will be needed, then after the collapse of the Serbian fascist state, a social democratic political system on the West German model will arise.

A **Michael Jackson** from California would like to know how to revive his recording career. What do you think we are? Geniuses?

Ronnie Birt from Manchester is having a few problems with the Mega-CD version of *Jurassic Park*, mainly being caused due to its acute lack of availability. Well Ronnie, the version you need will be out in the shops in February - look out for our review in the next exciting issue of SEGAPro.

**2ND
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PROTEST!



Vikash Kumar, age 13

who knows what might happen next year?

MONEY MONEY MONEY

I'm afraid it's another complaint about the pricing of Sega software. However, I really do think it's ridiculous considering it only costs around £10.00 to make an average Sega game cartridge or less! Okay, I will give Sega their due that they have brought the prices down a few quid but even that's probably only for Christmas!

Sadly I have to say Nintendo have bought the prices of their software down to a

reasonable price and I put emphasis on reasonable. I know you can't do much about it but I wanted my thoughts to be made known.

Oliver Picton, Cambridge

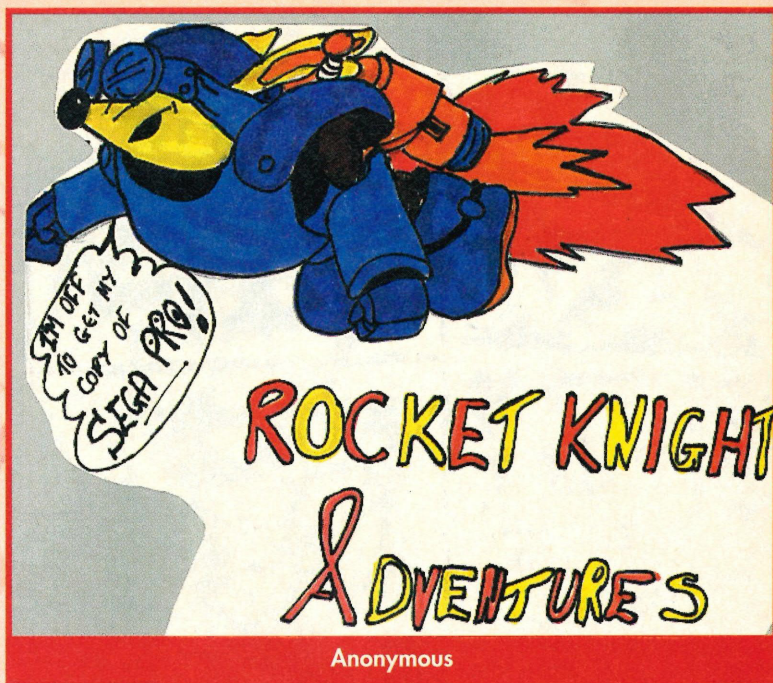
Well, it's been said many times but it does need to be repeated. Yes, games are far too expensive, but it's because Sega set the prices. And all games have to go through Sega for certification.

Although some companies have challenged Sega in the courts about this arrangement, it hasn't yet been broken as yet. As far as we're concerned, we think the prices are outrageous as well and we'd like to know why MPs recently spent so much time gibbering on about CD prices (which are only £10) when video games retail at 4-5 times the amount! But to be fair, it costs a great deal more than £10 to make a cart - everyone from the programmer to the cleaning lady to the distributor and the shop all has their cut.

However, Sega like to think they're a hip, young, energetic and customer-friendly company, so if you're angry about cart prices, write to: Nick Alexander, Sega (UK), 247 Cromwell Rd, London SW5 9GA.

INFO FREAKO

I am currently doing my RSA Certificate in Information Technology and I have chosen Sega as



Anonymous

my project theme. I am writing to you to enquire if you have any information about Sega, if not could you please forward any addresses that could be of help to me.

My project is to include games, their prices and any information about them, e.g. playability, difficulty, graphics and sound. All of this information is quite easy to obtain as most magazines tell you everything about them.

I am experiencing difficulty in obtaining information about the company (Sega) itself. I need details on when it was setup, by whom and in which country, also where the consoles were first distributed, etc. Other useful information would include the release dates of Sega consoles, British release dates, British release dates of both Sonic and Sonic 2. Any information about the rivalry between Sega and Nintendo, including sales figures, would be very helpful.

Adrian Newton, Swansea

Write to the address given in the reply to the letter above, addressing it to the Public Relations dept. They should help you. By the way, forget about telephoning - they're the most continually absent group of people in the civilised world.

DOG ATE HOMEWORK

As you know SEGAPro gave away a free Mortal Kombat poster and my stupid brother tore it up and I found bits all over my room. I was, well, er sort of hoping you could send me another one because Mortal Kombat's my favourite game.

Leon Poiniakav, Bath

Pathetic excuse, Leon. We tried that one ourselves a few times. Anyway the only way you'll ever see a new

giant Mortal Kombat poster is by phoning Karen & (0202) 299900 and asking if she'll send you a copy of issue #22.

NUMBER THEORY

I recently bought your November issue. I turned to page 71 to find a Zool review, flipped the page and found page 40 instead! The next page wasn't numbered at all! I have found similar mistakes in previous magazines - why?

Martin Cooke, Cornwall

We have had problems of this sort in the past, but as you'll notice from this issue, we're currently in the middle of a root and branch look at the entire mag. This will mean new features and ideas - and the elimination of little problems like the page numbers. Fear not - the best Sega mag will soon be awesome! All I can do is apologise - this won't happen again.

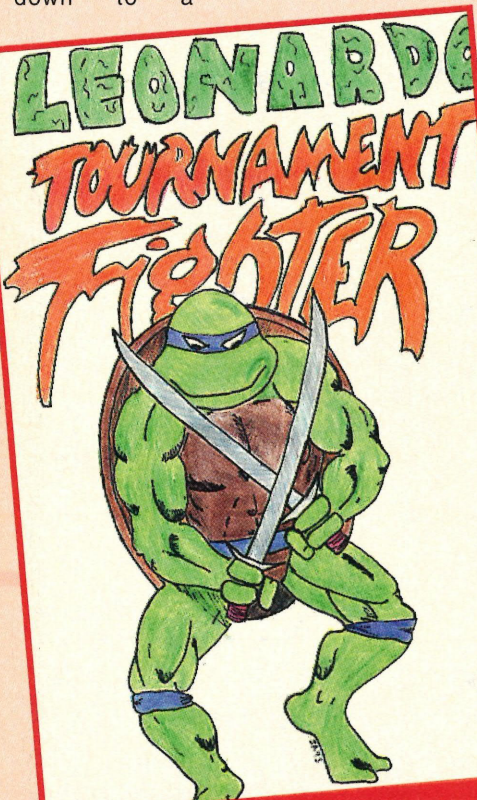
GIVING 'EM HELL

I am usually a very placid, laid back type of girl but I must complain. The problem is one Clarence Stroud from Bedminster. He wrote in and gave 30 passwords for Ecco the Dolphin. "How nice," you might think. But alas all of these passwords were complete and utter twaddle. They were either non-existent or for a completely different level that the ones specified.

This caused me great distress and frustration. So if this letter is printed and Claire baby is reading this, then it was a nice thought but a waste of my time and yours!

Karen, Kidderminster

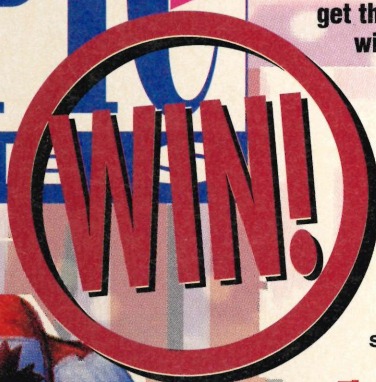
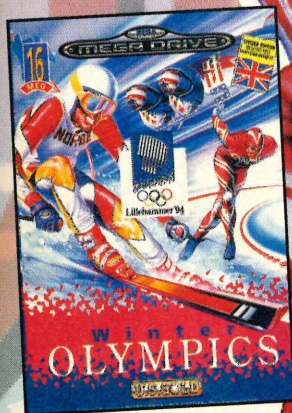
Hell hath no fury etc. etc. Sorry about that, Karen. Clarence, how about it?



Steve Atkinson



WINTER OLYMPICS



WIN MEGA DRIVE AND COPIES OF WINTER OLYMPICS!

US Gold are a wonderful bunch of people. Not only did they recently send us a copy of their fine new *Winter Olympics* title based on the Lillehammer Games but they've kindly offered to give away Mega Drive, Master System and Game Gear versions to the first people who correctly get the answers to the following questions! And one lucky person will win a Mega Drive too!

The Winter Olympics are the cold bits of the Olympic Games, to be held in Lillehammer in 1994. Featuring the best winter sports from the luge to ski jumping and the slalom, US Gold's *Winter Olympics* incorporates all the sports you'd expect to find in the real thing, with everything but the frostbite.

So while everyone else is outside this Christmas burying their mates in snow drifts and then running away, you can happily spend your time indoors curled up by a nice log fire and still have a good time in the cold.

All you need to do is fill in the entry form in the post, get your skates on to the post office and cross your fingers!

The Questions

We have four Mega Drive, three Master System and three Game Gear versions to give away, and one Sega Mega Drive. Just answer these questions...

- (1) Which country is Lillehammer in?
- (2) What winter sport is the Italian skier Alberto Tomba most associated with?
- (3) What is the difference between the luge and the bobsleigh events?

Send your entries to: Winter Olympics Compo, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Rd. Bournemouth BH1 1NF.

THE FABULOUS WINTER OLYMPICS COMPETITION

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ADDRESS

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POSTCODE.....

TEL:

ANSWER 1:.....

ANSWER 2:.....

ANSWER 3:.....

The Rules

The winners will be the first people to correctly answer the above questions and have their names pulled out of a hat. First person picked wins a Mega Drive plus MD version of *Winter Olympics*. The other games are runners-up prizes. The Editor's decision is final. All entries must reach us no later than March 1st 1994. This compo is closed to members of US Gold and Paragon Publishing, so there!

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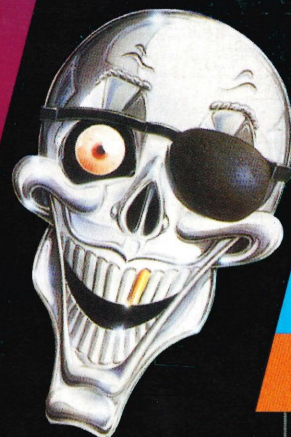
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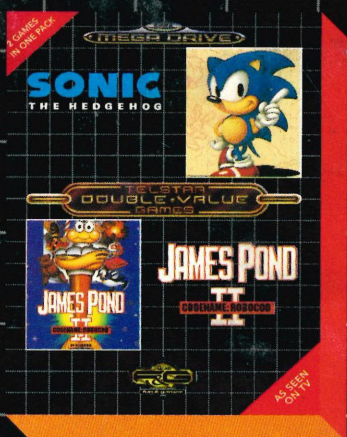
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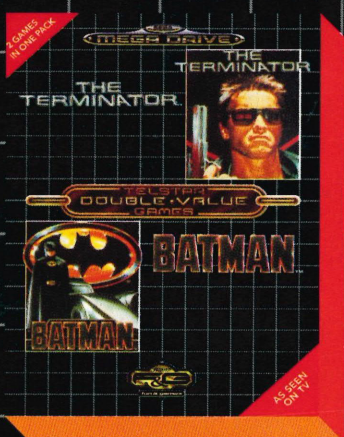
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